



# *Eagle's Nest Campaign*

*By: Stuart Parr*

*Presented by Tableau Infractus Archive*



# EAGLE'S NEST CAMPAIGN

*A Web Book derived from the works of*

**Stuart Parr**

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<http://members.multimania.co.uk/StuartParr/Homepages/edframe.htm>

**Contact Information:**

Stuart Parr ( private )  
Andrew Tobin Dru1138@ yahoo.com

**Websites:**

Day Tripper's Earthdawn Page  
<http://members.multimania.co.uk/StuartParr/Homepages/edframe.htm>  
Tableau Infractus PDF archive  
<http://www.4shared.com/dir/28316119/e26be9b/sharing.html>

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**CREDITS**

Derived from the  
Writing  
Stuart Parr

Layout Design & Editing  
Andrew Tobin

Cover Design  
Andrew Tobin

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# EAGLE'S NEST

## AN EARTHDOWN CAMPAIGN

### INTRODUCTION

The following sections outline a campaign that the adept group Axe, Bow and Song undertook. This is presented to provide to those of you who wish to know more about the campaign, its premise and concepts. Then again some of you may have just wanted to steal a few ideas or even the whole outline for a ready made campaign.

Which ever it is this is how it breaks down: the campaign can be divided into six parts. Each part will be summarized in a similar fashion to how the adventures are summarized in Prelude to War and other excellent Earthdawn products written by FASA. In reality the campaign sections are highly flexible and could be played in any order so long as Parts 1, 5 and 6 are played in sequential order for the obvious reasons that Part 1 introduces the campaign and outlines the challenge ahead for the PCs and Parts 5 and 6 conclude the campaign.

In addition to the main adventure summaries there are a number of associate documents which detail important items, planned encounters and other information that can be used in the campaign at various times. The adventure text will indicate where they were originally used. There is a floating event that may be played at any time it will be noted as such.

This is a Campaign created for 1<sup>st</sup> and 2<sup>nd</sup> editions of Earthdawn.





## THORM'S STORY

Thorm Spellcrafter paced the small room that acted as the inner sanctum for him and his followers. He looked at the other magicians and other adepts that stood around the small table at the centre of the room. He tugged his beard thoughtfully and cursed his parents for bringing him up as a traditional dwarf, unable to leave a job until it had been done properly. While the others waited patiently for him to speak he wandered absently over to the small window that looked over the citadel beyond taking shape in the lee of the cliffs. It looked woefully small to the wizard. The conditions inside would be cramped, claustrophobic even. The thought of spending what was left of his life in such confinement did not fill Thorm with joy. He shuddered to think what it would do to some of his more free living friends and associates.

"Come, Thorm," said Joacim, as if on cue. The ork magician stood casually near the door, grinning with those polished fangs of his, but with a robe stained from last night's hurlg, Theran quattle steaks and Passions knew what followed.

"Tell us old friend why you have brought us here. There is work to be done on the citadel, which requires all our talents, and we cannot stand around here all day waiting for you to finish your pontification. Why, I myself have to begin work on the foundations of the central tower. Intricate work that requires all my concentration." The ork grinned, knowing that he had said too much already and had provoked Thorm into speaking before he was truly ready.

"Quiet Joacim," the dwarf rumble while still overlooking the construction site beyond. "These are not the times for hasty words or hasty deeds." With that he turned away from the window, "The Scourge is almost upon us. More and more Horrors have been encountered near Jerris and Vivane. Unlike others, I have no doubt that the words of the Martyr Scholar are true and we face annihilation if we do not take steps to protect ourselves."

He paced slowly around the room looking at his friends: orks, windlings, elves, trolls, humans and t'skrang. They were truly a diverse group, a paragon of racial communication and co-operation able to build on each other's strengths and defend their individual weaknesses.

"But unlike others," he continued, "I am not wholly convinced of these



Theran ideas that we have embraced so readily. Especially some of the more radical Theran concepts that we seek to employ while protecting ourselves from the Horrors." A ripple of surprise rode around the room. "I speak not of the Rites of Protection. I have no doubt that these rites represent the cutting edge of our magical learning to abjure Horrors. I speak of the plan influenced by the Theran Elementalist Nonan Findas the plan to hide our place of sanctuary amongst the clouds. The plan to make our citadel fly."

"But master Spellcrafter," chimed in Rellick, an elf, "We have all debated the plan and we all agreed that using our magic to make the citadel fly would be worth the blood magic regardless of the personal cost to those amongst us who would undertake the ritual."

The others around the room nodded in agreement. Thorm snorted, he looked carefully at Rellick, he had always thought long-lived elves too ready to indulge in blood magic and damn the consequences. Elves always seemed to think they had plenty of time to repair any untoward damage caused by such rash sacrifices. No good would come of it he was sure of that.

"I do not doubt that the skies will be safer than the earth," said Thorm unconvincingly, "But I wonder how many of our elders or even how many of you have thought what will happen to our little balloon citadel during the hundreds of years that the Scourge will last?"

Someone thoughtfully provided an illusionary map of Barsaive and an illusionary balloon that flitted about the terrain like a thing possessed. Thorm chuckled,

"Yes, exactly. We could end up floating over Vasgothia without a clue where we are or even if the Scourge is over. Just as bad, no-one else will know where we are." The wizened dwarf waited for added effect watching the somber nodding faces of his friends; "Our children and grandchildren could be imprisoned in our floating palace when freedom beckons."

"What's your plan grey beard?" Joacim, ever the blunt one cut to the chase. Thorm didn't mind by this stage, he'd had his time in the sun and needed to move his concept from the patterns of his thoughts to reality. He smiled a sandstone smile and turned his back on the window: "Keys. Magical keys."





## MYSTERIOUS MEETING & A MURDER

Parnis Kinasimara swished her tail with impatience and paced restlessly around the aged statue in the middle of Scavian Square. The t'skrang had never been to Bartertown before and was surprised to find a magical fountain and statue in such a lowly quarter as this. Nevertheless, the artwork was a pleasant diversion while she waited for the adepts. The sound of small sprays of water splashing into the pool around the statue was relaxing and reminded of the waterfall near her home far from Throal. The tall statue in the middle of the fountain was of a muscular and heroic hero, Prince Hilloman of Scavia, or so the plaque on the fountain wall declared. Apparently, the Prince led a heroic rearguard action against Horrors that had invaded his kaer during the Scourge. His war against the Horrors was called, The Retribution, and was desperate and successful enough to save his people from total annihilation.

Parnis knew of the Scavian people, they worked the southern reaches of The Serpent trading in the face of the mighty and malicious K'tenshin aropagoi. She pitied these poor name-givers; their mighty kingdom reduced to a pitiful group of traders slugging through the Shivoam in their barges. She hoped that whoever lived in the hidden kaer she carried the key for were in better shape than the Scavians.

The key was heavy in her backpack. Not that she'd ever seen the key. It remained safely sealed within its crystal box, which is what really weighed heavy in her pack. Parnis remembered when she had first seen the box, the day after her coming of age, scant few years after her community had emerged from their underwater slumbering. Her chida had presented her with the box: a tear stood proud in chida's eye. The box was bright crystal, the length of her adolescent forearm and about a palm deep. Parnis knew the box must be magical. Despite its bright appearance her eyes slid from the box whenever she wasn't concentrating on it: it screamed "IGNORE ME!" to any who looked upon its crystal form.

"My family has kept this box secret since before the scourge," chida said, "Nearly ten generations of t'skrang have kept the box and now I hand it to you hoping that now we are free of the Long Night its secrets can be revealed to the world. I can't tell you much about the box except it holds a great secret and magic will be required to open it."

Parnis had looked at her chida, puzzled. She had no magic and no particular use for a crystal box. Still, even her rebellious mind knew that chida was giving her something of importance and something that pulled at her curious nature.

"What I can tell you about the box," the older t'skrang continued, "Is that it was always handed down with some words. The words, almost a rhyme, must be linked to the box and maybe the key to its secrets. I shall tell you the words as my chida told me, though they make little sense:

"A rock within a rock within a rock. A breath of freedom in the suffocated city. Blood of the sun in the dead man's gullet. A cup of wing'd joy. The void that binds the wooden dragon."

"Don't ask me what it means; I do not know and I have little time over the past years to ponder such mysteries of the outside world. But perhaps you can."

Parnis turned it over in her hands and swished her tail with annoyance: what is in the box?



## Premise

Parnis Kinasimara has inherited a magical crystal box from her chida and requires the box to be opened. She has traveled from her small village on the banks of the Serpent River and squeezed between the Throalic Mountains in search of someone who can open the box. Parnis is no adept but figures that some honorable magician in Throal can be persuaded to open the box so she can at least find out what is in the box.

This simple plan, however, has taken a dark turn. Traveling with a small caravan from the port of Triage that services Throal from the Serpent, the caravan has been dogged by a series of back luck (or sabotage?), thefts and deaths. Once arrived in Bartertown, Parnis feels that she had been shadowed and her footsteps dogged at every turn. Consequently she had not spent the same night in the same inn and more time fleeing from shadows. Parnis fears that someone is trying to steal her magic box.

## Set-up

Parnis has come to Bartertown to find some adepts in her quest. She is not an adept herself and thinks that any old adept will be able to tell her about the magical box and the strange words her chida told her. As it can be guessed Parnis is somewhat naive. Nevertheless, this does at least give plenty of opportunity for the PCs to meet Parnis and be intrigued by her tale (or even her tail if your PCs are that way inclined). In true tradition Parnis does not have the box with her when she first meets the PCs it is stored somewhere safe. Instead she arranges a midnight meeting in Scavian Square deep in Bartertown to show the PCs the box and discuss what to do next. Parnis explains that she prefers to meet in the open but under the cover of darkness as she feels that she is being followed...

## Encounter by the Fountain

The PCs should agree to meet Parnis at her time and location. Scavian Square itself is a quiet square in a low class but on the whole safe part of Bartertown. The centre of the square is dominated by a large statue-fountain of Prince Hilloman of Scavia, hero of the Retribution that forced the Horrors from the Scavian kaer during the Scourge. The PCs are likely to arrive early to check the place out and prevent ambushes. However hard they try and given that they're probably 1st or 2nd circle they will not succeed. Even PCs searching the fountain itself will find no evidence of what is about to come.

When Parnis arrives she will show the PCs the box, a small crystal box made of frosted crystal and edged with steel laced faintly with orichalcum. The box carries exactly the same characteristics as a Crystal Box in Earthdawn Companion. The box neither rattles nor appears to be very heavy given that it is a box made from crystal and edged in metal. The box cannot be opened by normal means nor does it appear to have hinges or a keyhole. Any character successfully examining the box in Astral Space should also be able to see the earthen key secured within the box. The box is one of the key-items for the Eagle's Nest kaer. No-one should really get a good look at the box before everything begins to go badly.

Parnis has indeed been followed since she left her home. She has been trailed by a construct of the Horror searching for the Eagle's Nest kaer. She was trailed by a 4th Circle thief construct that now lurks in the waters of the fountain. The thief was also a former member of the Company of the Bright Blade a name that reoccurs thought the campaign. As soon as Parnis brings the box out into full view the thief construct attacks using surprise strike against Parnis who, of course, stands no chance against this attack. (No stats exist for this construct)



The PCs should attack the construct who will attempt to flee with the box. However, the construct is not stupid and will leave the box if it thinks it can escape, as a thief adept it is confident of being capable of stealing the box at a later date. The Horror behind the construct also sees how by getting the PCs involved the foolish Name givers will do its work for it by solving the riddle of the box and finding the other key-items. Once this is done all the Horror has to do is destroy them and take the items. Simple and dastardly.

During the fight with the construct the PCs may notice something falling from the construct's person. Otherwise this item can be found after the fight regardless of its outcome: a gold coin specially stamped with the symbol of the Company of the Bright Blade. The coin features a number of blades all pointing inwards towards the centre of the coin. The construct wore the symbol around his neck as a pendant. Clever PCs will be able

to trace the symbol through the records in the Library of Throal and read the last journal of the group before they embarked on their last journey to the Delaris Mountains.

## Loose Ends

Wise PCs will want to learn more about the box and its contents before taking the quest any further. If they have the box examined by any of the sages in Throal they will scratch their heads in puzzlement, unable to determine the box's origin. One such sage should suggest that they take the box to venerable Heirmon in Haven as he is a renowned expert on this type of item. It's a good excuse to get the PCs into Parlainth and the next part of the campaign.



# THANNAQ'S ARMS

## Premise

One of the magical keys to the Eagle's Nest citadel was taken to Parlainth. The line the PCs should get this from is "Breath of freedom in a Suffocated City". The suffocated city is an alternative Name for Parlainth. The item, a small, spherical censor intended for burning incense, is known as the Breath of Freedom. On arrival in Haven, the PCs should try and seek information regarding an item with such a Name. Information regarding the item will be obscure but available from any usual source, Vardegel being a favored bet. The indications are that the Breath of Freedom has ended up in former weapons and amour emporium towards the centre of the city, on the edge of the Twists. The building is known locally as Thannaq's Arms but no-one is too sure why, other than it used to sell arms.

Thannaq's Arms is not actually the real Name of the building where the Breath of Freedom can be found. The shop's real Name is "The Arms of T'mask" and had been run before the Scourge by a Theran t'skrang Weaponsmith. Some may think that the mis-Naming is due to a corruption of "T'mask", but this is not true. Thannaq's Arms became so called due to a large, multi-armed Wormskull Horror, Named Thannaq, who took up residence in the shop during the Scourge, turning it into its own torture chamber and dining room. Once the food supply ran out Thannaq entered a hibernation state. With the recent interest in the Breath of Freedom and use of the Horror's name again, the beast has begun to awaken.



## Set-up

This appears to be a simple treasure hunt: locate Thannaq's Arms and search until the Breath of Freedom is found. However, this is Parlainth and nothing is that simple. Due to the nature of the creature guarding the item the PCs are searching for, a Named Horror, and that the PCs are likely to be of low circle, they are going to need some help in retrieving the Breath of Freedom without being turned to an icky goo on the Thannaq's carpet.

Pressure should be put on the PCs to hurry up in their searching as certain other groups in Haven and Parlainth have recently heard of the Breath of Freedom and think that it is a powerful item that should be claimed for their own cause. This is a classic example of treasure frenzy in Parlainth with most people barking up the wrong tree regarding the purpose of the item they are looking for. Prime candidates for this are: The Untouchables (hey, its treasure near to Charcoalgrin's lair - let's get it!) and Justice for All (it's an ork item dedicated to Lochost - let's get it!). The interest of these two groups can also lead to some interesting shenanigans in Haven before everyone sets off but the object of this set up is that all the interested parties turn up at Thannaq's Arms at roughly the same time and thereby giving Thannaq a few other targets than the PCs.

### Event 1 - Thannaq's Arms

At the edge of the Twists, towards the Screaming Fountain, stands Thannaq's Arms. The building is a minor local landmark being substantial, yellow marble, two-storey ziggurat in the Theran style. The lower floor is an impressive 30-feet in height with a base measuring 40-feet along each side. The upper floor is some 15-feet in height with a base measuring 20-foot along each side. The building is perfectly preserved, including the glass filled windows that dot the walls on both levels at regular intervals. The windows are magically strengthened having 8 armor and 20 damage. Peering through these

windows reveals that the shop is virtually untouched with racks of weapons and armor filling both floors. The building has large double doors at the front and a large single door at the rear. Both doors are mysteriously unlocked.

Inside the shop, the ground floor is the largest and holds racks upon racks of weapons, mostly in a pre-Scourge Theran style, all are expertly made and in pristine condition: the antique value alone to a dealer in Theran artifacts would be immense. All the racks are virtually full with every weapon imaginable. In the centre of the shop is a large circular desk where transactions would be completed. A spiral staircase in the centre of the desk leads to the upper floor and the lower floor where the forges and storage areas.

The upper floor is filled with complete suits of armor and shields. Again, all types of armor are present (just try and tempt that troll with a full suit of troll-sized crystal plate...), some on stands but most are carefully laid out in drawers. By now, having seen the weapons and the armor the PC's eyes must be out on stalks. However, like many things in the Twists, there is a good reason why no-one has touched these items: they're all cursed. Anyone removing items for sale will find it next to impossible to find a buyer: anyone attempting to be sold the items believes them to be imitations. Items taken to be used will not work as imagined, armor is easily defeated, and weapons will not roll up damage dice and so forth: this is not a good thing in Parlainth.

In the basement are the forges and stores used by Weaponsmiths and Elementalists in production of the impressive wares in the shop. The stores still contain rare items, orichalcum and true elements but like everything else are cursed. Disturbingly some of the storerooms were converted by Thannaq and its followers into prisons, torture chambers etc. These rooms make a grisly contrast to the otherwise tidy shop.



## **Event 2 - Thannaq's Lair**

In a large chamber deep under the main shop, Thannaq lies dead but dreaming.

Actually, despite this being a good line, Thannaq is quite awake but brooding (see, not such a good line). The Horror has recently awakened from slumbering through the lean times of the Scourge. The thoughts of Name-givers have just about managed to rouse it from its deathless sleep. Thannaq is a large Wormskull Horror, with four arms. It is not recorded how it came to Parlainth. One possibility is that it was smuggled in by a follower in a magic bottle or flask. If the PCs are curious, there are probably a few clues in the shop and its lair.

One of the trinkets obtained by Thannaq was the Breath of Freedom; it currently lies scattered amongst the other treasures of the Horror's lair.

Fortunately there are a few equalizing factors to help them out:

The Justice for All search party, who have been dogging the PCs steps while trying to find the Arms, have reached the lair first, just minutes before the PCs (sneaking through the other door, spending no time looking at gaudy, cursed trinkets). Being crazy orks, the JfA attacked Thannaq who is now in what could be laughably called melee with them. The combat will not last long so the PCs must try and make use of the distraction by moving in and searching quickly. This will however come to the attention of JfA and Thannaq. The orks will cry for assistance and Thannaq will consider the adventurers as just a little more to eat.

Depending on the power level and actions of your PCs, and how powerful you make Thannaq, after a few rounds the combat is likely to be going against the orks and the PCs. At this point, a secret door will open in the rear wall and out pour a great many of The Untouchables. The ensuing chaos is the PCs best chance to disengage from combat (with some relief no doubt) and try and find

the Breath of Freedom before either of the other groups do. In the meantime, with about 20 Name-givers attacking the Horror, Thannaq will have its many hands full - at least for about 5 combat rounds (less than a minute - search quick).

## **Event 3 - Find and flee**

Devise some method which best suits your game where the PCs are in competition with other groups to find the Breath of Freedom: use PER tests, evidence analysis, whatever. If one of the other groups finds it first they will flee immediately, closely followed by the other group and, if they are wise, the PCs. Thannaq will be left in a confused but wide-awake state and, if you're cruel have the Horror mark at least one PC.

There now should follow a tense and dangerous escape from Parlainth. The other groups pursue whoever holds the censor. An important fact you may have realized is not to let The Untouchables have the censor as once they are back within their main camp and Charcoalgrin's protection (about 500 meters away) they are not very likely to get the Breath of Freedom back.

## **Loose Ends**

Whatever the outcome of the chase and who has the Breath of Freedom several other important issues fall out of this adventure which will affect the PCs while they are in Parlainth:

The PCs have come to the attention of a powerful Named Horror who lives in Parlainth. One or more of the PCs may have been marked by this Horror.

The PCs have tangled with (and probably out smarted) The Untouchables, as such they have tangled with Charcoalgrin who may be keen to learn more about the treasure hunting PCs. In turn the PCs can also work out that a secret passage runs from The Vaults to The Twists - maybe there are more...?



The PCs are likely to be in conflict with Justice for All, whether the reasons are justified or not. While JfA are a Parlainth based group, when the forming of Cara Fahd comes they may well move...

## IN SEARCH OF MAGUS ELLORAN

### Premise

The PCs are attempting to locate a floating kaer they believe to be unopened since the end of the Scourge. The trail has implicated the Company of the Bright Blade as having the knowledge of the location of the kaer. Unfortunately, most of the Company of the Bright Blade are now Horror constructs apparently working against the PCs in a bid to open the kaer for their master. One member of the Company still remains alive, a t'skrang wizard named Magus Elloran. Magus now works for the Throalic Expeditionary Force, opening sealed kaers deep in the Servos Jungle. The PCs must journey to the Servos and find Magus and use his valuable information regarding the location of the floating kaer and the Horror that opposes them.

### Set-up

Traveling from Throal the PCs must journey to Kaer Leithe in the northern reaches of the Servos, the last kaer that Magus was sent to open by the Throalic Expeditionary Force, now over a year ago. From this start the PCs must deal with a local tribe of primitive t'skrang to assist them searching this vast, uncharted region. Having convinced the t'skrang that they are not Theran slavers, the PCs must not only retrace the wizard's trail using the t'skrang's help but also contend with their own agenda and their against a local Cathan tribe. Several potential sites must be visited before Magus's trail can be recovered. During this time the

PC's must not only save themselves from the carnivorous fauna and flora of the jungle but their guides, without whom the PCs will surely perish in the trackless and inhospitable wilderness.

Following the trail, the PCs eventually locate Magus Elloran, and what remains of the company of the Throalic Expeditionary Force, outside Kaer Gellington.

Unfortunately, though Magus may have escaped the fate of the rest of the Company of the Bright Blade, he is in fact Horror-marked, quite insane and intent on destroying those still trapped within Kaer Gellington.

### Event 1 - Leaving Throal

The PCs leave Throal heading due south for the northern reaches on the Servos Jungle and general location of Kaer Leithe. The journey should only take 9 days by foot (given the rocky terrain within the Throalic Mountains), however, if the PCs do not have exact directions it may take a little longer (have the PCs make 3 successful exploration tests with a target number of 12). Exact directions to Kaer Leithe can be obtained from the Office of the Royal Throalic Guild of Cartographers annex to the Throalic Library and adjunct to the Throalic Expeditionary Force (TEF) for a small finder's fee of 3 silver.

With directions, the journey is uneventful you can read the following:



*"The plains that separate the blasted majesty of the Throalic Mountains from the living sprawl of the Servos Jungle are rugged and empty. The land supports but a sprinkling of weedy grass interspersed with a few richer pockets of trees between the swathes of barren earth that dominate the landscape. Only occasional paths of trampled earth reveal signs of the passage of plains animals or Ork Scorcher patrols."*

If the PCs have navigated successfully for the 9 days of travel they reach the limits of the Servos Jungle and, shortly afterward, Kaer Leithe you can read the following:

*"Even though you have only reached the outer reaches of the Servos Jungle its teaming life is a tonic to the blasted plains you leave behind. Huge trees dominate the horizon as far as the eye can see, a larger reservoir of life cannot be found in all of Barsaive. Within the hot and humid atmosphere of the jungle itself, the massive trees tower hundreds of feet above you and are decorated with an amazing array of vines and creepers. Beneath the canopy the ground flora is dense and forbidding but often covered in dazzling displays of flowers. The air is alive with the humming of insects, bird song and the calls of monkeys."*

The PCs can soon pick up a track leading to Kaer Leithe and, after little more than an hour's walk, reach their destination.

### **Event 2 - Arrival at Kaer Leithe**

*"Cleared forest and worked fields are the first indication that you have found the survivors of Kaer Leithe. Evidently the community has moved away from the Kaer itself and constructed a stilted village that stands above the flooded paddy fields and seasonal swamps. Corrals keeps goats and other domesticated animals on the higher ground and protects them from jungle predators. The folk of Kaer Leithe work busily in their fields but soon stop at the sight of well armed Adepts entering the*

*village."*

The villagers treat the PCs with some trepidation. Only after they have been confronted then examined by the village's nethermancer, the gnarly t'skrang Dandrock Blackeyes, and confirmed not to be Horrors are they truly welcomed.

Kallaban Noir (ork), Chief Elder, throws a feast for the PCs where they can tell their tales and fish for information regarding the last known movements of Magus Elloran. The village elder will swap a story with the PCs, telling of the mysterious sky-tree river that flows over the Servos (see Legends of Earthdawn: Book of Exploration).

Additionally, the following lead can be garnered from the village folk:

Before leaving Kaer Leithe midway through 1506, Elloran became increasingly testy and impatient, anxious to move on. He made a few forays into the surrounding jungle looking for clues to Kaer Gellington before moving on with the TEF heading for a primitive t'skrang village some 2 - 3 days travel into the jungle interior called, Tillana.

The village can provide guides to Tillana but are not happy about it and may take some persuading as they consider the jungle t'skrang to be cannibals and potentially Horror-marked having spent the Scourge without the benefit of a kaer or citadel.

The PCs can also pick-up a few rumors regarding a Theran slaving party that has, allegedly, been seen in the area. The party is rumored to be led by members of a Cathan tribe who can track anyone through the jungle, better than Scout adepts, and are ruthless in locating and taking Name-givers.

### **Event 3 - Journey to Tillana**

Kallaban Noir will allow two of the younger hunters of the community to guide the PCs to Tillana. Both of the guides speak a little of the t'skrang dialect but can only



really allow the time to introduce the PCs to the t'skrang - it will be up to characters to negotiate further assistance from the t'skrang. The two hunters are Bombar Noir (a male ork) and Mara Yethendar (a human female).

The trip through the dense jungle is hot, humid and uncomfortable. The pace through the thick vegetation is painfully slow made worse by the hunters' apparent over-cautiousness. However, an early encounter with a Giant Flytrap plant should convince the PCs that caution is definitely the best way in the Servos Jungle.

### Encounter 1

The huge leaves of a Giant Flytrap plant are more than adequate to envelop a passing name-give. The lead (N)PC will be detected by the sensitive hairs that cover the leaf as it lies hidden beneath the leaf litter on the forest floor and spring, much like a trap. The leaf is very difficult to detect (PER test vs. 13 or 10 if anyone has wilderness survival or botany or similar skill), even a successful test will only spot the occasional large animal bones lying around the area and only on a "good" result or better will the actual leaf be spotted.

#### Giant Flytrap

Detection Difficulty: 8

Trigger Condition: Touch

Trap Initiative: 10

Trap Effect: Target is enveloped by the leaf, whereupon they are slowly suffocated by the leaf. Each round a victim is trapped by the skin-tight cocoon of the leaf, make a spell casting test vs. the (N)PC's spell defense using step 8; if successful the victim takes step 10 damage. The leaves are very tough, to breach the tough membrane of the plant a wound must be inflicted on the plant; attacks are made against a physical defense of 7, the leaf has 13 physical armor points, 5 mystic armor points and a wound threshold of 15. The trapped victim may only use natural weapons or weapons of size 2 or less to try and cut their way out. Moreover, because of

the confined space any action taken within the leaf to escape is at -3 steps.

### Encounter 2

A giant inshalata (giant preying mantis) selects a random PC to be its dinner. During the ensuing combat the inshalata will attempt to knock a single PC out and then flee with the body to consume at its leisure. Additionally, the inshalata will flee if reduced to 50% of its death rating.

### Event 4 - Tillana

In this encounter the PCs are ambushed by a small contingent of Tilliana t'skrang before they reach the village. Although expert jungle hunters the t'skrang should be no match for the PCs in open conflict. The presence of a t'skrang Archer adept should keep the PCs from being complacent. Additionally, it should be obvious to the PCs that they should anything but hostile to these t'skrang who may be the only ones who can help them find Elloran.

*The drums begin at dawn. Jungle drums echoing without resonance through the dense jungle. The sound made denser by the pervading humidity that hangs beneath the canopy. At first the beating drums make an interesting change to the cries of birds and shrieks of monkeys. Their rhythm is deep and complex; there must be at least 2 or 3 drummers. The sound is difficult to pinpoint but it appears to be coming from in front you. As the hours pass, however, the thumping of the drums becomes increasingly disturbing. An ominous noise that reverberated through your bones putting you on edge.*

*Your guides say that the drums are those of the primitive t'skrang - you must be nearing Tilliana. Irritatingly, they do not know what the drums are saying, claiming that the drums have never sounding in their previous visits to Tilliana. You eye them suspiciously realizing how easy an ambush would be to mount in the midst of this*



*impenetrable jungle.*

*However, you can be sure that the t'skrang know where you are. You squint into the dark foliage but see nothing except more greenery. Sweat, suddenly turned cold, runs down your back, and you begin to wonder if all those tales of the primitive t'skrang indulging in cannibalism are true? And whether the rumors that their Shaman can summon terrible monsters from the depths of Astral Space are also true? A confrontation with Name-givers who survived the Scourge without the Rites of Passage suddenly seems a very frightening concept.*

As the PCs approach the village they are ambushed by a number of t'skrang. Make a secret PER test for each character vs. a target number of 12.

*Without warning they are upon you. Suddenly, the air is filled with the buzzing of spears and arrows. As you struggle through the heat and vegetation to take cover you catch glimpses of your attackers, tall bipedal creatures with monstrous heads, flashes of gaudy color, feathers, misshapen eyes and mouths, slab like teeth and sinuous tails. They carry long, cruel looking spears and make no sound as they bear down on you from all sides of the jungle.*

The t'skrang are dressed for battle in their war-masks, believing the PCs to be Theran slavers. It is in the PCs interest to try and talk to the t'skrang, as trying to get the village's aid once they have battered a few of their warriors would make life very difficult in the future. Although unwilling to talk at first, if the PCs maintain control over themselves and remain defensive for 2 rounds without retaliation, the t'skrang will stop fighting and are willing to talk. However, the t'skrang will only accept if the PC's surrender and allow themselves to be taken to their Shaman so that the truth of their words may be discerned.

Unless they take decisive or unusual

action the t'skrang will continue to attack until they take 50% of their total death rating or the PCs kill more than two warriors. If they do so, then the t'skrang flee and return to their village for a final showdown.

The village itself is no more than an half-mile from the ambush site. Once reaching the village, the PCs will be confronted by a number of warriors and their Shaman, Drumcrick. All the remaining t'skrang are in cover with bows and spears. Unless the PCs attack immediately, Drumcrick engages them in conversation. The PCs action during the ambush will determine how hard it is to convince the t'skrang that they are not slavers and need assistance from the village.

Once entering the village to get the t'skrangs' help their actions previous will determine the Shaman's attitude towards the PCs:

- Slaying any t'skrang – hostile;
- Obviously pulling blows in combat – neutral;
- Allowing themselves to be captured – neutral.

Should the PCs allow themselves to be captured, the t'skrang make a great show of them and hold a feast, implying that the PCs are the main course. Any t'skrang that have been killed by the PCs are eaten by their brethren.

Primitive t'skrang such as these eat the flesh of their fallen warriors, should any captured PCs view this, they will be Intimidated (Step 7) and, thereby, more easily convinced to do the Shaman's bidding

Eventually, the PCs should convince the t'skrang that they are not slavers and, consequently, the village will help them, so long as the PCs help the village.

This marks the end of the first section of the adventure in the search for Magus.





# TASKING FOR THE T'SKRANG

## Premise

The PC's have successfully convinced the t'skrang of Tilliana that they are genuine heroes and not Theran slavers. This fact was, of course, evident to the Shaman Drumkrick who perceived the PC's adept-like auras immediately. Drumkrick, however, sees the PCs as extremely useful to him and the protection of Tilliana village which is suffering some problems at present.

Foremost amongst these problems is the drying up of the swamp and associated loss of Elemental water that was gathered from the nearby lagoon. A group of adepts would be most useful in investigating this serious problem. Then, of course, there are the mating wyverns none too far from one of the prime fishing spots who should really be removed and finally, Drumkrick may tell the PCs where Elloran is really, rather than just where he might have been.

## Set-up

The PC's must journey northwest from the village to where some higher ground is located. Herein, lies the lagoon where the streams and rivers that feed the mangrove swamp begin. The lagoon itself is fed by a number of underground sources that link into a large network of caves and caverns. A number of small underground tremors have recently allowed a group of subterranean ogres to locate the largest single source of lagoon water. Finding the water to be rich in Elemental water an ogre Elementalist has summoned a water elemental to hold back the water source and allow the ogres to mine the water brought up from deep within the earth.

## Event 1

On the way to the lagoon, the t'skrang guiding the PCs to their destination takes them past the nesting site of a wyvern. This beast has made its home overlooking one of the t'skrangs' favorite fishing areas and Drumkrick wishes it removed. The guides will make plenty of noise when entering the area where the wyvern lairs but disappear over the side of the boats as soon as it appears and hide underwater until the creature (or the PCs) is dead.

## The Lagoon

*You are led up into the low, forested hills that begin to mark the end of the Servos Jungle and the beginning of the flat plateau the eventually takes you back to the Throalic Mountains. The guides take you along the banks of a broad stream whose banks are half-empty. A short scramble up the side of a wide but slack flowing waterfall takes you to the lagoon. The lagoon should be wide and deep, however the level of the water in the lagoon is way below where it should be by some twenty feet and only a thin trickle of water manages to slide its way out of the lagoon the short distance to the waterfall. The floor of the lagoon slopes away from you to the crystalline waters that still remain in the pool. The water is clear and you can see that the floor of the lagoon is rocky.*

The PC's are led up to the lagoon by two of the t'skrang who promptly leave under strict instructions from their Shaman – this is a test of the character's honor that they are just adepts. The first issue is finding the source of the problem. Although the level of the lagoon is much lower than it should be, it will still



require some underwater antics from a good swimmer. There is only one cave that the PCs can realistically search and it will take a successful swimming roll vs. 4 combined with an exploration roll of 6 in the same round to find the cave entrance.

The cave entrance is some 4 feet in diameter, although this is somewhat of a constriction compared to the cave beyond. Beyond the cave entrance there is a long riverbed cavern that contains approximately 5-feet of water with a reasonable amount of headroom, at least another three feet. During normal flow conditions this chamber would be full and have an extremely strong flow through it. After some wading, the PCs move into a broader chamber where the river is slightly lower (about 3 feet), but the PCs can observe a bank ledge sloping up the side of the cavern. The ledge would permit the PC to move in single file but move more swiftly.

Should the PCs continue along the riverbed they will encounter a waterfall that would effectively mean they could not progress any further along this route and climb to the ledge some 35 feet above them.

On the ledge the PCs will be attacked by some Stingers (5), having walked by their lair holes, have their Physical Defenses reduced by 2 due to their precarious positions. Additionally, any PC making a Poor knockdown test will fall some 35 feet into the shallow river below.

Further along from the stingers the PCs will encounter the shadowmants belonging to an Ogre Beastmaster otherwise the encounter is the same as described in Thraolic Adventures, including the return of the river section.

Eventually, the PCs will reach the water elemental and the ogres responsible for stopping the river flow. Apart from being

ogres not cave trolls the encounter follows the course as in Thraolic Adventures. During the combat the Beastmaster and other ogres will flee if reduced to less than 25% of their death ratings. The Elementalist will arrive during round 2, instigating the elementals attacks for round 3. The magician's tactics are:

1. Begin casting puddledeep (75% chance PC is standing in a puddle unless stated otherwise)
2. Spellcast puddledeep (+3 steps from Aid Summoner)
3. Cast ice mace & chain

Additionally, the magician will stay within 3 yards of the elemental thus anyone melee attacking him will be subject to Engulf and Enrage Element attacks from the elemental as well as normal attacks. The elemental will also use its Spear power to defend the Elementalist who will fight to the death to save the spirit.

### **Other Adventures**

If the PCs complete this adventure successfully, Drumkrick may send the PCs on other little journeys. All the journeys will be "places that Elloran wanted to visit" as the cunning Shaman says. Other problems that the t'skrang needs solving include:

1. Band of slavers led by knowledgeable Cathan.
2. Mysterious caravan trains traveling through the jungle guarded by mysterious robed figures. These occasional travelers are going to or coming from one of the hidden lairs of the Horror, Nemesis (see Horrors, p. 47-50).

This marks the end of the second section of the search adventure for Magus Elloran.





# THE CAVES OF THE TRIXX OORT-KOOD

## Premise

Having earned the trust of t'skrang, Drumkrick allows the PCs to be guided to the last place that Elloran was taken by the t'skrang, the caves of the Trixx Oort-Kood.

The Trixx Oort-Kood were a primitive tribe of t'skrang that lived in the jungle during the Scourge. They fortified the caves they chose to hide in and then struggled to defend the caves using whatever weapons, traps and magic they could muster. Although resilient the tribe was wiped out by an infestation of Qural'Lotectica and other minor Horrors.

However, during the run-up to the Scourge they were the last people to trade with the inhabitants of Kaer Gellington and this event is recorded in the pictograms that cover the walls of the caves. It was here that Magus Elloran found the clues to the location of the lost Kaer Gellington.

## Set-up

The PCs are lead for 2-3 days in a generally westerly direction through the jungle by their t'skrang guides until they can see a small hillock (some 250 feet in height). The hillock is riddled with caves and was the home of the Trixx Oort-Kood tribe during the Scourge. The hillock is also noticeable in the midst of the jungle as no trees grow on its slopes. The t'skrang only know that Elloran entered the caves and upon his return a number of days later he no longer wished for guidance through the jungles. Apparently, he believed he knew where Kaer Gellington was and set off to open the kaer with his beleaguered retinue of dwarves.

The caves are haunted by the astral ghosts of the lost tribe of Trixx Oort-Kood. Elloran paid little attention to them as his Horror Mark was really beginning to act on him and shut the ghosts from his mind. The PCs aren't likely to be so "lucky". Although not truly evil, the spirits of the dead t'skrang are twisted and malicious and intend to cause the PCs some misery before they leave.

### Location 1 – Cave of Ancestors

The cave where the pictograms are located is not difficult to find:

*"The cave corridor begins to widen, gradually at first then more swiftly until towards the end the cave is about 20 feet in width and maybe three times that in length. A glinting that you catch in the corner of eye, something reflective on the wall shimmering from the glare of your light-quartz indicates that this cave is not like the rest.*

*At first you do not notice the cave drawings; they begin as infrequent, faded smudges, lost within the shadows and irregularities of the walls. Then you begin to notice smears of color on the walls, non-natural grooves and cuts in the stone. Pictures begin to form within these marks, beasts, stick-like t'skrang, symbols and sigils. The further you enter the cave the more the symbols of primitive language begin to dominate over the cave paintings. Within the symbols of the rudimentary script are firmly set tiny green gems that glisten unnaturally when they catch the light. Over hundreds of years the t'skrang tribe that lived in these caves must have been recording their history in greater or lesser detail."*



An astral view of the cave gives the following impression. The Spell Defense of the gems and the wall is 8:

1. *"The first impression of the cave is its solidity; its pattern is rough but dense, a barrier of earthen energy much like the enchanted walls of a kaer might appear except that you cannot see a web spell thread woven into the cave wall. Covering the wall, like deep cuts oozing misty astral energy are the faint markings of the words inscribed on the wall. The gems that pepper the wall are bright with energy, full a swirling golden magic."*

2. *"Refining your sight deeper into the Astral Plane you concentrate on the golden magic with the tiny gems. Their pattern is large and complex, spreading far beyond the diameter of the gems themselves. The pattern is made from thick threads, few in number but intricate in their weaving. The threads appear to carry a passing resemblance to withered vines, glowing with a golden-brown light. At the centre of the pattern a stronger but nebulous light burns with some intensity."*

3. *"The dark letters are clearly visible on the opaque wall. They appear to be holes into the very fabric of Astral Space. The patterns of the letters, just visible through the astral murk that continually leaks from them, are small and simple, looping together to form spheres of different sizes. The spheres exist within the letters themselves, passing close to but not interacting with the much larger patterns of the gemstones."*

4. *"At the centre of gem pattern are two miniature suns one above the other. The top most sun carries the crimson hues of a setting sun while the one below shines with the yellow joy of a new day. Though both suns appear to rotate about each other they remain in their relative positions, one above the other."*

A general search of the cave reveals the

following details:

*"The floor of the cave is covered, much like the rest of the caves, in a fine layer of sand. In the centre of the cave is a huge ring of fire stones, the earth within is blackened with ancient soot, charcoal and other, less identifiable materials. Above the firestones, the cave is blackened with an oily, sooty residue. Cool air drifts through the cave, cooling the humid air, chilling your skin."*

The fireplace has been used as a place of sacrifice, small fragments of bone can be found within the fire rubble if looked for.

Away from the fire a number of torch stubs can be found at irregular intervals around the walls by anyone searching or walking around the walls (PER v 4 or 6 respectively). Elloran used these torches in his search for the correct section and subsequent translation.

The location and translation of the relevant passage of the primitive t'skrang dialect can only be done by deciphering the magic of the record that now stands before the PCs. Firstly the PCs must figure out that wall is magical. Secondly, the PCs must realize that the gemstones are the key to opening the Wall of Ancestors. The gemstones are actually small living emeralds that were enchanted by the t'skrang during pre-Scourge times to record verbally their history, traditions and beliefs. By weaving a thread to a gem, the vines of its pattern are filled with magical life and grow towards the astral letters summoning their knowledge and reciting the words aloud to anyone listening who can understand primitive, pre-Scourge t'skrang.

By themselves the symbols on the wall can be read and indicate what the message within the stone might say; using Read/Write Languages talent against a difficulty number of 8 a PC can translate the symbols adjacent to a gem and learn what message the gem may recite. The symbols act as no more than key phrases though and the syntax is difficult



to interpret. The success level of the Read/Write Languages test indicates how long the process of location and translation takes of a particular message takes: average, 4 hours; good, 2 hours; excellent, an hour; extraordinary, 30 minutes; on a poor success the translation takes 4 hours but makes no sense, however, after the 4 hours have passed the PC may try again.

To hear a particular message contained with the Wall of Ancestors a PC must weave a temporary thread (using Spellcasting talent) to the gem which has a Spell Defense of 8. If successful the gem speaks the message stored within its pattern and the patterns of the symbols around it.

There are many gems in the cave and each PC searching for the right message, which can be identified by its key phrase, "Trading with the tailless ones in the days before the coming of the dark Horrors", must roll 4d4 (Rule of Three applies as usual) to indicate how many passages they must read before finding the right one.

Once translated the relevant passage reads:

*"We have traded with the non-t'skrang who live two days walk following great Raggok at dawn from our caves. The non-t'skrang are building a deep place to hide in the dark days that are to come and they took most of our True Water for no haggling. This mixed tribe are to seal themselves beneath the earth, under the bows of a mighty Ochampha tree, Named for its strength and resilience, guarded by the spells of their Shaman. The elders of the tribe of Gellington have asked for the fruit of the tree to be picked only when it is blue and not its usual red."*

### Removing the Gems

There are perhaps 250 gems within the wall and the PCs may feel that if one or two went missing then it would not matter so much. However, all the gems carry the Curse

of the Caves (see below) and will affect any PC carrying even one of the gems. Worse still: the more gems the PC carries the worse the curse becomes: for every gem more than one that the PC carries increase the difficulty number of the curse by one. Therefore a PC carrying 10 gems begins to resist the curse against a difficulty number of 10 (1 (base) + 9 (+1 for every gem carried beyond the first)). Should the PCs miraculously manage to survive a journey to where the gems could be sold their magical properties would be useless given that they have been ripped from the pattern where they belong.

In monetary terms they are worth 200 sp each due to their unprecedented natural beauty, this loot would also be worth legend points. However, the gems always carry their curse and rich customers may well seek revenge. Additionally, should word reach the primitive t'skrang of the Servos Jungle they will be pursued by odd, "bumpkin" t'skrang from the jungle for revenge. The t'skrang have some intimate knowledge of nasty, painful and bizarre poisons.

### Curse of the Cave

The caves carry a minor curse that will gradually affect the PCs the more time they spend in the caves. For every hour spent in the caves, each PC must make a Willpower test to resist the curse and its effects. The difficulty number of the test begins at 1 and increases by 1 every hour thereafter that the PC spends in the caves. The exception to this is the pictogram cave where the difficulty number begins at 2. Effects of the curse are stepped and increase in severity:

1 failure – PC feels very hungry and insists on very regular meal breaks, complains a lot about how lousy the food is and is generally a pain in the arse;

2 failures – PC begins to think that other PCs are holding out on the good food, becoming argumentative and searching other PC's belongings for the "good stuff"



3 failures – PC actively begins to consume all food he can find, eating the equivalent of 1 day of food every hour and never becoming sated

4 failures – PC becomes convinced that not only are the other PCs holding back on the good food but that their former friends are good food. PC salivates constantly and will happily come up with a plan to isolate another PC in order to eat him. If a number of PCs have reached this stage they may collaborate in order to eat someone else. If the plan is successful the PC(s) will eat the

victim.

The curse can be dispelled by either the PC leaving the caves for three times as many hours as he spent in the caves or by Dispel Magic (or similar), for each successful casting one failure is removed from the PC's total although he will still be subject to lesser effects.

This marks the end of the third section of the search for Magus.



## KAER GELLINGTON

### Premise

The PCs have found Kaer Gellington and Magus Elloran! The only remaining questions are: can they share in his knowledge of the Eagle's Nest and the fate of the Company of the Bright Blade? Can they save themselves and the inhabitants of Kaer Gellington from the twisted machinations of the Horror-marked wizard?

### Set-up

Following the instructions they have translated from the walls of the caves of Trixx Oort-Kood, the PCs have traveled for at least two days through the thick Servos Jungle to reach the location of Kaer Gellington.

The only sign that they have reached their intended destination is huge tree bearing unusual fruit as recorded in the cave paintings. Also here, though, are the remaining members of the Throalic Expeditionary Force that opened Kaer Leithe with Elloran over a year ago now. The dwarves are sorely depleted through disease and combat. Despite their lack of morale they are still loyal to Elloran who they believe is

still doing a fine and important job for the people of Barsaive and the Kingdom of Throal.

In reality Elloran is a twisted shell of his former self, ravaged by a Horror Mark which has gradually driven him insane as his Marker, the Horror Rashnar, has forced him on to Kaer Gellington and is at this moment in time twisting Elloran's thoughts to make him believe he is about to save Kaer Gellington from the Horror. In fact, due to his Horror Mark twisting his Kaer Pictograms spell, Elloran is causing mass panic in the Kaer below as its remaining inhabitants believe that a Horror is breaking into their Kaer. Rashnar is enjoying this feast of fear and panic from beneath the ground through its Horror Mark on Elloran. Though not as enjoyable as actually being there itself it hopes that it can gain some sustenance from the Kaer before allowing Elloran to break into the Kaer and discover what he has done. Rashnar is hoping this will force Elloran to commit suicide.

### Event 1 – Finding Kaer Gellington

Once the PCs have the directions to Kaer Gellington they must successfully navigate to



the right spot. Additionally, the PC's must make an Exploration Test vs. 11 to find the exact tree once they have arrived in the right area (make this roll in secret in case PCs have failed to navigate correctly). When the PCs eventually arrive they are greeted by a patrol of dwarves:

*"You can see the high branches of the ochampha tree close by. As you wade through the undergrowth towards it you can see that a large area has been cleared around the tree and cut wood has been used as a low stockade around the clearing. Within the glade you can see a camp of nearly 20 Name-givers who have obviously been here some time. As you get closer a number of these rag-tag Name-givers guarding the camp spot you, moving with well practiced discipline to intercept you. They are nearly all dwarves dressed in light armor and uniforms that were once probably of high quality. Close to the tree, guarded by two more dwarves, is a small shelter of branches, leaves and tarpaulin. Elsewhere within the camp a number of Name-givers appear to be resting, repairing equipment and undertaking other simple tasks."*

The dwarves greet the PCs with a standard "Halt. Who goes there?" routine and although they seemed relieved to see them insist the PCs demonstrate their arts before giving them food and shelter. The dwarves are led by Sergeant Rolf Firefoot (a 1st Circle Warrior) who will explain that they are remnants of the Seventh Northern Servos Expedition still being led by Magus Elloran. They believe the tree marks the spot of Kaer Gellington. Elloran appears to spend virtually all of his time within the shelter near the tree insisting on complete solitude for his work contacting the residents of the Kaer below.

The dwarves have really lost track of time but believe they have been here about 3 months. All the dwarves are convinced that they are doing the right thing by trying to get the Kaer open as soon as possible despite the

expedition's poor status. The dwarves also believe that the Kaer is under surveillance by a Horror (Elloran has told them this) consequently it would be impossible to leave without opening the Kaer.

The dwarves will not let Elloran be disturbed, up to and beyond the point of violence, as they are under orders from the wizard and believe that he is close to a breakthrough. Anyone entering the shelter will be greeted by an anchored Boil Blood spell set-up by Elloran as a ward:

Detection Difficulty: 15

Spell Defense: 11

Dispel Difficulty: 15

Trap Initiative: 25

Trigger Condition: Any creature or name-giver entering the shelter's porch area without verbal assent from Elloran or attempting to break into the shelter triggers the spell, provided a Step 15 spellcasting test defeats the target's Spell Defense

Trap Effect: Target is subjected to a Boil Blood spell as if cast by Elloran (without karma).

At this point the PCs have a couple of options:

1. Wait for Elloran to emerge; or,
2. Enter the shelter and demand to talk to Elloran directly.

## **Event 2 – Waiting for the Wizard**

Waiting for Elloran, although boring can have advantages to the PCs as they may be able to find more information about the wizard which further arouses their suspicions that all is not well above Kaer Gellington:

- The TEF commander, Major Darkholme, was killed outside the caves of the Trixx Oort-Kood as a suspected Horror collaborator and Horror marked. Much of the evidence was given by Elloran who claimed he had established this through magical divination. His arguments were irrefutable. Elloran had, of course, utilized



the spell Dazzling Display of Logical Analysis to justify his arguments to the beleaguered TEF. Although it had to be done the TEF are truly upset that they were forced to kill the Major as they all liked him and he was a great morale booster.

- The Major and Elloran often argued over the progress of the expedition. Elloran seemed desperate at times to find Kaer Gellington, the Major was more than happy to have found Kaer Leithe and wished to return to Throal with its discovery.

- The TEF had wintered not far from here in a series of caves. The winter was miserable with non-stop rain that dripped into the caves, all their equipment and food spoiled and their morale was shattered. Elloran contracted some sort of jungle fever and raved for days on end making no sense.

- During his fever Elloran gibbered endlessly about the Delaris Mountains, about a flying citadel and a group of people he traveled there with he was incoherent though and often confused the current expedition with the ill-fated trip to the Delaris Mountains.

- The people he traveled with were part of the Company of the Bright Blade.

- The traveling group was all killed by a Horror, Elloran escaped using his magic.

- The group carried an item named the Cloudcatcher to slay Horror and/or open the citadel.

- Elloran apparently claimed the citadel had come to rest on Mount Killax in the Delaris Mountains.

- During his fever Elloran disappeared several times both into the depths of the caves and into the forest. The dwarves believe that he was trying to find the kaer alone although some may voice the opinion that they were lame attempts to commit suicide.

- The TEF have only been here for two moons (about 10 weeks) having become hopelessly lost in the jungle before stumbling across the supposed site of Kaer Gellington.

- During their wanderings in the jungle they were pursued and almost captured by a strange, but powerful, band of slavers. Many of the TEF think they were Therans but others are not so sure.

On the whole, the TEF members remain loyal to Elloran and will not hear a word against him, if they do they will often become violent very quickly and there are enough of them to worry the PCs. In the event of an unrestrained fight breaking out Elloran, a 7th circle wizard, will emerge from his shelter having cast Displace Self and woven and held the three remaining threads to Lightning Cloud, this may take up to 6 rounds preparation.

### **Talking to the T'skrang**

If the PCs are patient after about 36 hours Elloran emerges from the shelter to converse with them. The t'skrang looks terrible, haggard, and gaunt with a haunted look in his eyes. He clothes and sodden, mud-stained and a ruin of their former glory, only his ferndask looks undamaged. When spoken to he seems twitchy and tired, a PC talking to the wizard making a successful CHA test vs 5 notices how distant Elloran is, as if he having one conversation while listening to another. Additionally, Elloran has difficulty in pronouncing words beginning with "r"; he wants to say "Rashnar". If pointed out the t'skrang shrugs this all off saying he is distracted by the difficult task of trying to communicate with the people of Kaer Gellington whom, he says, seem a trifle odd and fears that they have become warped by their time underground like so many other long-term, small kaer dwellers.

With regard to the Eagle's Nest, Elloran is reticent and tries to persuade the PCs to forget it as the Horror that killed the



Company of the Bright Blade will slay them just as easily. Any questions about the information obtained from the TEF Elloran will discount through his fever, "The ravings of a sick wizard who has seen too much death". If the PCs persist he will tell them that the Eagle's Nest floats high above the Delaris Mountains and that the Company of the Bright Blade was only able to track it as they had one of its pattern items. He doesn't know exactly what the item was but thinks it was a piece of living crystal that was originally found in the breached trollish kaer at Otok, near Urupa. Other than this Elloran says he can be of no help as the memories of his lost friends are too painful.

When the PCs ask for more detail about where the kaer and/or Horror lairs, Elloran will say vaguely that he remembers the party traveled due south from Jerris turning west to where the Delaris Mountain meets the Wastes close to an area known as the Crystal Plateau. However, the Horror ambushed them before they reached their destination. This is, in fact, a lie.

### **Attack**

If the PC chose at any time to storm the shelter it is always guarded by 3 TEF members as well as the ward spell. The 4 other guarding TEF members can be in combat the following round after a fight breaks out and the last 7 two rounds after that. Elloran will always cast Displace Self at the first sign of violence then respond after that using Mind Dagger in emergencies but ideally weaving and holding threads to

Lightning Cloud. If the combat is being won by the TEF he will use Binding Threads to capture remaining PCs.

If defeated, a dying Elloran will be deserted by Rashnar who sees no sustenance in the dying wizard or his links to the Name-givers below in Kaer Gellington. The wizard now sees what has become of him and will attempt to communicate with the PC(s) standing victorious above him. If allowed to speak the t'skrang will impart the following information:

- Not all he has told them previously is true;
- The Horror that defeated the Company of the Bright Blade is Named Rashnar;
- The Bright Blade is real and should be feared;
- A Dying Oath with any willing PC to destroy Rashnar who will surely sell its knowledge of Kaer Gellington to another Horror now that Elloran is dead

After completing the Dying Oath, Elloran dies. If the Dying Oath is completed he cannot be revived at all. If the Oath is not taken up, PCs should not be able to revive the wizard as his pattern is currently tied to the horror mark.





# DEAD MAN'S GULLET

## Adventure Synopsis

This section of the Eagle's Nest Campaign concerns the trip the breached Scavian kaer at Dead Man's Gullet where one of the citadel's magical keys still lies amongst the ruins of a civilization. Similar to other sections this part of the campaign has been summarized into the following parts:

- History - describing the kaer at Dead Man's Gullet and, specifically, the history to the part of kaer where the PCs went.
- Premise - the reasons for the PCs going to Dead Man's Gullet.
- Set-up - mechanics of the adventure.
- Events - encounters during the adventure.

## History

The Scavian kaer known as Dead Man's Gullet was a mammoth undertaking of conventional and magical engineering. The huge kaer built to house the entire Scavian kingdom was one of the earliest begun and one of the most lavish, reflecting the enormous wealth of the Kingdom of Scavian built on elemental mining and, in particular, fire elemental mining from the Death's Sea. The kaer reflected not only the tremendous wealth of the kingdom but also its amazing diversity of culture and art.

The kaer was carved from the basalt cliffs of Dead Man's Gullet, a channel linking the Scarlet Sea with the Death's Sea. Inside the kaer lengthy canals were carved and filled with lava. There were many reasons for the canals; firstly being filled with liquid fire the Scavians considered them an excellent defense against invading Horrors, in addition to the Rights of Passage and Protection. Secondly, they allowed a convenient transport system to link parts of the huge kaer together. The Scavians used their unsurpassed knowledge of elemental fire to control the lava, devising intricate lock

systems to allow the passage of stone barges along the canals, and suppress the bone-melting heat of the lava. Finally, the Scavians built the lava canals simply because they, and probably no-one else, could.

Similar to other kaers, Dead Man's Gullet was built in a modular way with self-contained living, eating and bathing facilities being arranged around a central administrative and community area. The scale of the Scavian kaer meant that there were 12 living areas, each Named after one of the Passions. Food growing and animal farming caverns interspersed the living areas. The lava canals linked all these areas together allowing free passage of goods and people around the kaer.

When pyrophiliac Horrors eventually discovered the ripe fruit that was the Scavian kaer this design proved to be a fatal weakness as the living areas could be sieged by Horrors who loved feeding off the fear and uncertainty of the trapped Name-givers. Intelligent Horrors would organize sieges punctuated by brutal insurgencies into the living areas. Sieges would eventually have to



be broken by adepts from within the sieged living quarters and from other areas. With most adepts concentrated in one area this left 11 other living areas lightly guarded and an easy target for smarter Horrors.

When Prince Hilloman instigated The Retribution in a bid to save the kaer, it became obvious that the evacuation of at least some of the living areas was essential. The living area known as Rashomon Kaer was one of the areas designated for evacuation. Having been subjected to an unusual amount of siege activity, the Scavians needed to construct a bridge over one of the lava canals in order to allow the people inside to be evacuated. Questors of Upandal and Elementalists joined forces to "grow" a bridge of stone across the lava canal and allow people across without being incinerated. In order to protect against Horror attacks, the 5<sup>th</sup> Archery Phalanx of the Imperial Guard was assigned to guard the people crossing the bridge.

The Scavians planned to conduct the evacuation by surprise in order to prevent Horror-marked residents from leaking word to their sinister masters. But the Scavians were betrayed to the Horrors. Organizational disasters resulted in a bottle-neck of people trying to cross the bridge as a large group of fiery Horrors, led by a many-tentacled beast called Gulan. Overwhelmed by Horrors and people the 5<sup>th</sup> Archery Phalanx struggled heroically to save as many lives as they could, often sacrificing themselves to save their fellow Scavians. All the while they hoped for military relief from other units of the Imperial Guard: but none came.

Survivors of the bridge massacre were highly critical of the Scavian government after this; they felt betrayed by their rulers for not sending more troops to fend off the Horrors on the bridge and for not organizing the evacuation earlier. Many of the survivors became consumed with their bitterness and were frequently the targets of other, more insidious Horrors. While those responsible for the massacres were frequently corrupted

by Despair Thoughts and similar Horrors. As the body count rose from this incident the bridge became known as the Bitter Bridge, and still is today.

### **Location of Dead man's Gullet**

The lava filled canyon that separates the Scarlet Sea from Death's Sea is known to travelers as Dead Man's Gullet. Bored into the basalt cliffs of Dead Man's Gullet is the deserted kaer of the Scavian people. The haunted kaer is now empty yet still retains some of the grandeur of its original construction. It stands now as a folly, representing misplaced arrogance in the face the Horrors. For more information regarding the Scavian people and the fate of their kaer please consult that excellent FASA source book, "Denizens of Earthdawn: Volume 1", pages 47 to 49.

Still, despite its haunted past the Scavian kaer was a huge, rich kaer that now acts as magnet to adepts, grave robbers, treasure seekers, Scavian restorationists merchants and explorers. The kaer also holds more than its fair share of treasures with many thread items of a martial nature being lost within the lava caverns during the Retribution. Also hidden within the kaer are ghosts, spirits, elemental beings and, of course, Horrors.

### **Reaching Dead Man's Gullet**

As yet the Scavian kaer is a relatively unvisited destination for adepts due to its remoteness and difficulties involved in physically traveling to such an inhospitable region of Barsaive. Airship is the only common means of reaching Dead Man's Gullet. Travelers must try and negotiate their own passage from the elemental fire miners that ply their trade around the Scarlet Sea and Death's Sea. Such passage is not only difficult to obtain but often proves to be expensive, unreliable and down right dangerous.



There is but a solitary destination point for any traveler to Dead Man's Gullet: the tented, shantytown of Wake.

### Getting into the Kaer

Finding an entry point into the kaer is not difficult a number of portals are known to local scouts and the Cold Dish. However, all of these entrances are in the cliff face looking out over Dead Man's Gullet itself. Explorers are required to scramble down ropes and nets that have been put in place in order to reach their chosen entry point. In a few cases rough stairways have been carved into the black basalt cliffs down to well know portals.

#### Guides and Scouts

The adepts would be wise to hire a guide to show them to any particular part of the kaer. Large portions of the kaer have been explored or are known through stories and ancient records. When negotiating with the local scouting talent, explorers should be guided by the principle of caveat emptor as though a scout may know where a particular cavern is he may not actually been there himself or even know anyone who has. Consequently, the route to your destination may not be a simple as is first thought. Fees for guides are variable; nearly all prefer to paid up front and in advance rather than accept any share in found treasure. Minimum rates begin at 5 sp per day and increase rapidly with the experience and skill of the guide.

As with all things at Dead Man's Gullet, it is the Cold Dish who holds all the best cards. They know more about the kaer than any other living source. The Dish have old maps, records and journals taken not just from recent explorers but some stretching back to when the kaer was first constructed before the Scourge. The Dish will allow explorers to examine their records if it can be proved that the expedition ties in with their goals.

### Premise

Captain Onsor Fletcher was one of the 5<sup>th</sup> Archery Phalanx that stood on the Bitter Bridge. Onsor was a brave human and a skilled Archer adept, veteran of many siege-busting actions during The Retribution. An intelligent man, Onsor realized very quickly that something was very wrong during the evacuation of Rashomon Kaer: there were too many Horrors and their constructs; too many people and not enough bridge; and, too few troops. Though the bridge arched beyond the reach of many of the swimming Horrors, spells flew and the writhing tentacles of the giant Horror, Gulan plucked many people off the narrow bridge to a burning death in the lava below, including Onsor Fletcher.

Onsor's family was not originally from Scavia. They had arrived quite late to Scavia from a small town in the Delaris Mountains. Many of the family were adepts so the Scavians immediately accepted them into the kaer. The Fletcher family also carried one of the magical keys to the Eagle's Nest flying citadel. Entrusted to carry the key known as The Blood of the Sun by Thorm Spellcrafter, the Fletchers took up residence in Dead Man's Gullet and several of them, took positions in the Imperial Guard.

The family was respected throughout the kaer and many visitors to their home were amused to find a battered, dim light crystal lantern in the family quarters. The object was dismissed merely as a family heirloom although few really believed this as one of the family carried the lantern wherever they went. Onsor Fletcher carried the lantern onto the Bitter Bridge and there its still lies.

### Set-up

The players must get themselves to Dead Man's Gullet and launch an expedition to the Bitter Bridge. No easy task given the area's inhospitable nature. The trip into the heart of the kaer is further complicated by the



presence of a corrupted Magma Beast, known as Harn, after a legendary hunter, as the creature hunts in a range of tunnels accompanied by summoned fire hounds (see Arcane Mysteries of Barsaive, p.15).

The Bitter Bridge is, of course, haunted and the PCs arrival at the Bridge will trigger a ghostly experience, with no small amount of pain and fire thrown in - well what did you expect?

GMs should feel free to throw in traps, other encounters etc as they see fit, crawling through the tunnels of the Scavian kaer is not too dissimilar to traveling through Parlainth, except hotter.

### **Event 1 - Harn the Hunter**

In the caves and tunnels approaching the Bitter Bridge and Rashomon Kaer (or Raggok Kaer it is now generally called) hunts the corrupted Magma Beast known as Harn the Hunter. Harn most often plans a simple ambush for anyone entering its territory.

### **Event 2 – The bitter Bridge**

The Bitter Bridge is a simple, if improbable, single span bridge made from what appears to be solid basalt. The bridge is walled and a number of raised, crenellated guard posts are spaced regularly along the edge of the bridge. From these vantage points the 5th Archery Phalanx gave covering fire for the people crossing the bridge. The central guard post was the one where Onsor Fletcher was posted and where he lost his life, leaving his lantern with its dim, flickering crystal behind. The lantern still rests within the guard post. The lantern is the magical key known as The Blood of the Sun.

Onsor's spirit, after Gulan killed him, became a variation of a Spectral Dancer (ED

rulebook) and still haunts the chamber of the Bitter Bridge. PCs approaching the central guard tower can see his ghostly form, apparently preparing his crossbow in readiness for battle but the he looks a bit panicked and could do with some help. In order to take the lantern from the guard post without being attacked outright by Onsor's spirit one of the PCs must try and make a connection with the ghost and try and help him with his spectral crossbow. Any PC attempting to make a connection with Onsor enters (physically) Onsor's spirit world and is "attacked" similar to engaging a Spectral Dancer. In this case, however, an Archer adept receives a +2 step bonus to their CHA test representing the common ground and affinity between two archers. During this experience the PC learns the full story of what happened that day on the Bitter Bridge getting a full whack of sensory and emotional input from the experience (plenty of extra LPs for good role-playing here).

In the meantime, engaging Onsor's spirit unleashes a whole world of pain upon those left on the Bitter Bridge. The tortured souls of those devoured by the Horrors on the bridge rise up in the form of Fire Wraiths (see p.60 of the Barsaive Gamemaster Book) who set about consigning anyone standing on the bridge to a fiery grave. Particularly cruel GMs may like to have Gulan still living under the bridge, but such a thought never even crossed my mind.

If the PCs survive, they can claim the lantern and can also discover Onsor's threaded crossbow in the guard post and a case of quarrels including 4 Scavian Elemental bolts. Then all they have to do is get back to the surface.





# JERRIS AND BEYOND

*Dipping through the clouds you can see that the airship journey is coming to an end. Ahead you can see the sickly dark line of trees that make the sinister Poison Forest. Beyond the twisted tree line lie The Wastes, an uncharted wasteland where more breached kaers have been discovered than in other parts of Barsaive. These thoughts send a shiver down your spine but there is one more sight that depresses your spirits: the pall of black, grimy smoke that seems to drift from The Wastes, across the Poison Forest and then over the high plains and the city of Jerris*

## Premise

The PCs have followed the clues to Jerris, a city drenched in a pall of dark smoke and dark deeds. Unfortunately for the PCs Jerris is a crucial place for their quest. For one it offers the only sensible supply point for a journey into the Delaris Mountains. Moreover, the city offers access to guides and maps of the area where Rashnar dwells, near to Mount Killax also known as the Cloudcatcher. The city also holds a much of the information that exists about Rashnar and its activities, key players in the information field include Artigel Freestone (troll troubadour) and the Sacred Guild of Magicians. From these sources of information the PCs will learn that they have more work to do than just finding the Horror and destroying it: first, information must be recovered from Rashnar's previous conquests.

Also active in the city are worshippers of Rashnar, the so-called Sons of Rashnar (somewhat of a misnomer on several levels, not least of which is that some of the cultists are women). Rashnar is likely to believe the PCs to be dead, not having survived the previous attacks by its constructs. The PCs will quickly encounter the Sons in Jerris as they seek to set up lucrative trading contracts with Jerris' merchants and shipping agents in anticipation of having a whole citadel to loot, at least, its physical wealth. Once the PCs are identified, the Sons of Rashnar will seek to foil the PC's activities with direct and

fatal intervention whenever they can.

In return the PCs may investigate the Horror's followers and discover that the Sons of Rashnar are undertaking a lot of research and buying a lot of mystical paraphernalia and that Rashnar has not only found the Eagle's Nest but is in the process of experimenting with ritual magic to bypass the citadel's outer defenses. The work progresses steadily and the Horror's success must only be a matter of months, if not weeks, away.

Ultimately the PCs must seek out Rashnar's lair and the Eagle's Nest. The Horror must be stopped from breaching the citadel's defenses. Information must be sought against a backdrop of despair and death in Jerris, across the bleak, silent peaks of the Delaris Mountains and cultists dealt with. It will not only be the Sons of Rashnar who take an interest in the PCs activities, other cults, such as the Cult of Flayed Flesh may prove to be an excellent red herring (see below), the Hand of Corruption is rife throughout the maligned city as are the Keys of Death. Life in the eastern portion of Barsaive is easily lost.

Once the delights of Jerris have been bypassed the PCs must determine a strategy to penetrate the lair of Rashnar and defeat the Horror before its Ritual of Opening is complete.



## Set-up

The PCs must play numerous games in Jerris. Firstly, they must learn what they can of the Son's of Rashnar without them learning of the PCs. Secondly, they must discover the knowledge held in various parts of the city concerning Rashnar and its past. Thirdly, they must survive Jerris itself.

This part of the adventure potentially has many facets and the PCs could spend a lot of time here, distracted by this incident and that adventure. The PCs must try and remember that they only have a limited amount of time to mount their expedition to the Delaris Mountains, collect the information they need before journeying to Rashnar's lair to face the Horror. If they delay too long, the Horror will complete its ritual and enter the citadel.

The GM should run as many of the following events as necessary or however many the PCs get involved with. Some are essential to the plot others are distractions. Many of the events are only briefly described.

### Event 1: The Son's Of Rashnar

Upon entering Jerris and outfitting for their expedition, the PCs encounter a merchant, the aged elf Braphen Pallas, who is just concluding some preliminary talks with the ork wizardess, Morwen Raintears. The ork represents the unknown "Eagle-eye Trading Company", and is arranging for the disposal of the expected huge volume of mundane and valuable items to be taken from the Eagle's Nest once it has been breached.

Though they meet in passing, observant PCs (PER test vs. 8) may see that Morwen wears an unusual amulet, a small coin with a distinctive motif of inwardly pointing daggers - the party symbol for the Company of the Bright Blade. Unless the PCs physically prevent her, Morwen will attempt to avoid talking to them pleading another appointment. If the PCs do engage her in

conversation she will ask their Names and their interest in the coin. However, she reveals as little as possible of her activities or where she got the coin. Her cover story is close to the truth; her associates plan to sell the contents of a breached kaer. Should she learn their Names, she will recognize them and begin plot their downfall in the Name of Rashnar.

The merchant, Braphen Pallas knows little of the ork or whom she represents. He will tell the PCs only that she is trying to organize shipping and sale of large volumes of mundane items and suspects that she has discovered a breached kaer, probably in The Wastes, and is shipping out the materials therein. It is unusual but not unheard of, a group stripping out a kaer - there are usually some highly valuable materials, not even including the magical materials. Braphen also reveals that the Eagle-eye Trading Company almost constantly employs Adepts to seek out esoteric items, true elements and such like from obscure parts of the whole region. Their rates of pay are excellent though they demand speedy results.

Morwen can be tracked (Spell Defense: 11) back to her town house, via a number of other small merchant companies, provided she doesn't learn who the PCs are. Otherwise, she will head straight to The Dwarven Tongue to alert some the uglier members of the Son's and send a message back to Rashnar (through the Horror Mark that Rashnar has placed on Morwen).

### Event 2: Sabotage at the Docks

An attack takes place on the Tor Dockyards and incriminating evidence is planted pointing to the Overland Trading Company being the responsible party. The PCs as adepts "known" to the OTC are hired to undertake an investigation and prevent the situation getting out of hand.

The PCs are invited to OTC offices and asked to investigate the alleged incident, theft of elemental air and destruction of



enchanted wood. The PCs must ingratiate themselves with an irate Pihgram Tor who has had enough of sabotage from one Trading Company or another and perhaps even suspect Theran involvement.

A successful evidence analysis of the sabotaged area (target number 7) reveals that much of damage done to yard is specific and concentrated on key components with some general mindless damage done to make the whole thing seem more random. A further test, (target number 6) deduces that the evidence of OTC involvement, a sealing ring worn by lower-ranking merchants employed by the OTC, seems to have been placed in clear view rather than dropped in some darkened corner.

A third evidence analysis test (target number 8) can reveal the route of the raiders who by-passed alarms, protection wards and such like by carefully removing some planks of wood in an obscure part of the dockyard, picking the locks in certain key areas and then escaped the same way. At the entry/exit point the vandals' tracks can be picked up.

### **Event 3: The Death of Braphen Pallas**

Braphen Pallas is slain by an unknown assassin who flays the victim's body in order to make it appear that the Seekers of Pure Flesh are to blame. Of course, someone might just point out that the PCs were one of the last few people to see the elf alive.

### **Event 4: Working for the Wizard**

Morwen, unknowingly, hires the PCs to find something for the Ritual of Opening. The ork sends the PCs somewhere really dangerous, such as the Liaj Jungle or the Wastes.

### **Event 5: Encounter in the Library**

A meeting with the Fellowship of the Night (see Crystal Raiders of Barsaive) who are keen to see Rashnar removed from an important part of the Delaris Mountains. The Fellowship may offer spells, items, and

knowledge whatever you think the PCs may need. Or the Fellowship may threaten the PCs. Or the Fellowship may just be a distraction to disturb the PCs - how often do they get to meet a 13th Circle Nethermancer.

### **Event 6: A Night in the Inn**

The PCs can meet Artigel Freestone in The Sky Scraper. This somewhat petite female troll (a mere 7' 8") is the semi-resident troubadour of the inn. She is currently taking a year off from adventuring to concentrate on her Journeyman piece (she is 6th Circle) and developing her fledgling trading with the Crystal Raiders of the Delaris Mountains. During her adventuring career, Artigel is a middle-aged troll as she is now 25, she became part of group that formed a group pattern and named themselves The Defenders of the Gate. The group spent a number of years traveling the Delaris Mountains and the southern reaches of the Poison Forest and Liaj Jungle. They found a fair number of breached kaers in their time and became quite rich if not particularly famous. One of their finds was Kaer Finor, a kaer breached by Rashnar.

Kaer Finor was one of Artigel's first adventures and she remembers it clearly having written a tale and poem regarding her experiences, the stacked bodies, the missing bodies, the cleanliness of the kaer, everything in its place, even the neat stack of journals explaining how the inhabitants spent the 157 years of Rashnar's attack. She remembers the journals told of people committing suicide to escape, how the followers of the trickster Passion Vestrial took opportunities to undermine and tear the fabric of the kaer society. A number of atrocities were committed as Rashnar's Thought Worms penetrated gaps in the Kaer defenses and how the Horror baited the inhabitants. The journals also hinted at a great thrust of magical research lead by the kaer's chief magicians a human Named Corvid Harrowdeep and a windling Named Skeethan Redwing. Artigel and her friends found the magicians' sanctuary but found it sealed and



protected by a magical trap which they could not by-pass or dispel. Nor could they physically or magically defeat the doors lock.

She describes the portal as being smooth stone with two bronze handles protruding from its centre. The portal was etched in runes and symbols, those at the top read; "Only one with the purest heart, tainted by the darkest evil, may unlock this gate". [Note this line is "borrowed" directly from the FASA adventure, "Terror in the Skies", GMs who have already run this adventure for their players will need to change the defense mechanism.]

### **Event 7: The Library of the Sacred Guild of Magicians**

Records in the library of the Sacred Guild show that Rashnar is known to have destroyed two kaers during the Scourge, Finor and Callum Brook both located in the Delaris Mountains. The kaer of Callum Brook was opened in 1469 by a group of adepts known as The Enlightened who traveled from Jerris aligning  $\alpha$  with Vivane, sighting along  $\phi$  then following Raggok at midnight for 15 days walking (allowance made for rugged ground).

The kaer is nestled between the northern foothills of the Delaris and the south-western corner of the Liaj Jungle. Their journal describes how they found the portal to the kaer wide open, as if opened from the inside and the bizarre scene inside with all the corpses of the inhabitants of the kaer strung from the ceiling, freely swaying in the breeze. All the bodies had their eyes removed. They encountered a number of anchored spells as traps within the kaer. They were unsure whether the inhabitants or the Horror left them. The adepts did find a brief journal of one of the inhabitants describing how their wizards had realized that the Scourge was simply a Theran trick designed to cheat them all out of the rich sources of true elements to be found in the nearby mountains. So one day they threw the doors open, apparently

only to find a hungry bloatform outside their door with a small host of constructs to do its bidding.

The story of Kaer Finor is more chilling. The breached kaer was discovered in the Delaris Mountains by a group of adepts known as The Defenders of the Gate in 1500. Traveling from Jerris the kaer is located by aligning  $\theta$  with Travar, sighting along  $\xi$  then following Floranuus at sunset. The adepts' journal summarizes a vast amount of information that they found in the kaer. The reason behind such a rich source of data is that Rashnar took approximately 157 years to breach Kaer Finor, slowly picking away at its defenses. Throughout this time Rashnar communicated its activities to the people of Finor, taunting the inhabitants with their inability to stop it: 428 people were destroyed over approximately 50 years once Rashnar had entered the kaer. The adepts found most of the bodies stacked neatly one atop each other in seven rows, seven high and seven deep, desiccated but otherwise perfectly preserved. The other 85 bodies were never found.

Most of the notes from Kaer Finor were taken from the notes of a succession of magicians in Kaer Finor who sought to thwart Rashnar's plans. The magicians had managed to determine that the centre of the kaer's defenses (a large orichalcum laced diamond within the keystone of the main doorway) was at least a minor pattern item for Rashnar and sought to use this knowledge against the Horror - they failed. The magicians also had many attempts to make weapons to use against Rashnar. None were recovered by the adepts who opened Finor, who claimed that these treasures were sealed up in a magical, Horror-proof chamber probably along with all the magical knowledge developed by Kaer Finor's magicians. The adepts only managed to recover some journals; some minor magical items and treasure along with the kaer's copy of the Book of Tomorrow.



## Loose Ends

This marks the end of the Jerris adventure. The PCs should have collected enough equipment and knowledge to take them to the Delaris Mountains. They may be tagging along with Artigel on her next trip or they may be making their own way.

Whichever, they should be aware that they should certainly explore Kaer Finor and maybe Callum Brook before attempting to find Rashnar's lair, the knowledge contained therein may prove life saving.



# TRADING WITH TROLLS

## Premise

This adventure is a political and diplomatic trial for the characters, if played carefully the PCs can become embroiled in Velef's machinations, as well as a side plot in the development of Cara Fahd. Once they have contacted the trolls (however they have achieved this) bargaining for their services won't be easy – another diplomatic trial for the PCs.

Hopefully the PCs will not only secure the services of the trolls but also convinced both the trolls and the Ork tribes to join with them and attack Rashnar's lair at the Cloudcatcher. Given the forces that could be assembled by a smart bloatform this turn of events could prove to be very fortuitous.

## Set-up

The best way to travel around the Delaris Mountains is to fly and the best way to find the location of the Cloudcatcher is to ask the locally found knowledge sources. The best way to combine both of these ideals to talk to the local troll moot who have airships and have local knowledge. The Cloudcatcher, at the extreme west of the Delaris Mountains falls into the territory of the Skyseeker moot. Dealing with highland trolls is not easy; the wrong word can result in a good pounding from an airship crew.

The most likely way for the PCs to meet the Skyseeker trolls is to begin their journey in the company of troll troubadour and merchant, Artigel Freestone. The Jerris-based merchant has recently begun trading with the Skyseeker moot and hopes that she can maintain her contacts with the Crystal Raiders. On an irregular basis she takes her two troll-sized caravans carrying grain, foodstuffs as well as some luxury items such as furs, jewelry and so forth to a pre-arranged meeting place at the edge of the Delaris Mountains. Her two troll friends, Finn and Joolz drive the caravans. Artigel can be convinced to let the PCs join her on her trading mission and introduce them to the trolls.

The small caravan takes a little used trail that skirts in between the Delaris Mountains and the Liaj Jungle on its way to Travar from Jerris. In the first few days the caravan is able to shelter at night at known villages and farming settlements along the way. After three nights the villages run out and the traders are truly in the wilderness of the high plain with the purple ridges of the Delaris Mountains the far distance.

Artigel is heading for a wide gorge, known as the Gorge of Bones, at the foot of the Delaris Mountains where she has been meeting some trolls from the Rockhorn and Skyseeker moots on pre-arranged dates over the past couple of years. The meetings are



always tense sometime exacerbated by the presence of traders from both moots; occasionally other Name-givers who live in the mountains appear to trade. The trades are never easy given that trading is almost an alien notion to the trolls but Artigel finds it a fine test of her troubadour talents.

Unknown to Artigel, however, is that there are strange things a-foot at the Gorge of Bones. Two ork scorcher tribes have taken up residence at each end of the Gorge. The ork tribes used to battle over territory, raid each other and undertake similar Orkish rivalries. Recently, though the tribes discovered two obsidimen sitting staring at each other in the Gorge. Bemused, the orks attempted to move the obsidimen who in return, pummeled the orks into submission – being powerful purifier adepts this wasn't too difficult. Rectifying the situation the orks decided to adopt one obsidiman each, supporting their champion by building huge piles of trophies behind each. This story line was lifted from FASA's Book of Exploration.

Over recent weeks this competition has taken a more dangerous turn. Against the background of Prelude to War, the Seeds of Nation written to the orks of Barsaive are in circulation. The two tribes of the Gorge of Bones have taken opposite views on the value of the Seeds of Nation and their meaning. This political difference is quickly becoming more than just a bone of contention.

### **Encounter 1**

The caravan is attacked early one morning by a flock of 13 espagra keen on an early meal of Name-giver. The espagra retreats after 4 of their number have been killed or rendered unconscious, fleeing to find other prey on the plains.

### **Encounter 2**

One day away from the Gorge of Bones the caravan is attacked by a roving patrol of orks from the Mailed Fist scorcher tribe. Artigel has had dealings with the tribe before and

doesn't wish to harm the orks in the first instance. The orks' territory includes half the Gorge of Bones, which acts as a boarder between the Mailed Fist tribe and the Splintered Bone tribe. However, should diplomacy fail, the orks are hostile, and will attack if their demands are not met. However, if during any attack the caravan defenders display adept magic of some prowess the orks will retreat and sue for peace.

If the PCs seem skilled, the scorcher patrol, led by Oloom Saddlesore, attempts to convince the PCs to hurry to the Gorge of Bones with him; the Mailed Fist tribe has an important task for them. He will not tell them anymore but tells them it is a matter of great honor. If the PCs refuse the orks let them go but storm off in the direction of the Gorge on horseback.

### **The Fields of the Fallen**

The Fields of the Fallen are a grey expanse of ash that is said to be the remains of Kaer Watereach, an elven kaer built mostly from true wood in a bid to parody the Great Wooden Kaer of Wyrms Wood. The kaer was allegedly destroyed and burnt to the ground by the Horror Duaga. At the edge of the Fields, at the mouth of the Gorge stands the tented camp of the Mailed Fist tribe, presided over by their old Chieftain Ablat Suneye (a cavalryman and warrior adept (6/5), see PtW p. 94-95).

Ablat is supported in his rule by his advisor and "shaman", the female ork Velef Greeneyes. The ageing Ablat relies on his advisor a great deal, much to the chagrin of his three captains, Oloom Saddlesore, Philos the Lancer (a 2nd Circle cavalryman) and (a 3rd Circle cavalrywoman) Saffy Swiftstrike. What is worse is that Velef wasn't even born to the tribe but was an adolescent foundling on the plain. The captains think that Ablat relies on Velef too much and that the views of the tribe's warriors should be taken into account and not the magician's. Given the tribe's martial history this is perhaps not too



much to ask.

Velef is actually an illusionist adept (3rd Circle), but claims to be a shaman, but is also a rank 4 Questor of Vestrial attempting to subvert the tribe's future, causing the deaths of as many innocents as possible in the process.

### **The Gorge of Bones**

The shallow Gorge is a dry valley; rugged as if a giant horrific claw has clawed it from the landscape. On the floor of the Gorge are four items of interest, two huge piles of war trophies one each behind two obsidimen who sit starrng at each other across a six foot space. The opposite trophy pile belongs to the Splintered Bone tribe who are encamped at the far end of the Gorge led by their Chieftain, Trea Plainstrider, also a cavalryman adept. The Splintered Bone camp also "entertains" some trolls from the Skyseeker moot.

The two obsidimen are purifier adepts, Maitaaz of the Wastes and Ultamak, engaged in a dangerous battle of honor. The two have staked their claims through writings in the stones of the gorge walls. Maitaaz of the Wastes states that only obsidimen with their link to the earth and to the astral plane can purge the world of the taint of the Scourge. Ultamak states that all Name-givers have a role in reclaiming the earth from the Horrors. The purifiers do nothing but stare unblinking at each other unless someone enters the space between them whereupon they attack to stun before returning to their battle. The orks have artificially prolonged their battle by providing food and water within arm's length of their chosen obsidiman.

The two ork tribes have taken the obsidimen to be metaphors for their own political struggle. The Splintered Bone, who support Ultamak, believe that the Seeds of Nation (the letters written by Krathis Gron) are a call for all orks to rise up against their enemies and join together as one nation. The

Mailed Fist believes that Krathis Gron is, at best, a crackpot and, at worst, a Theran agitator. Each tribe has adopted an obsidiman as their champion rather than physically fight out their differences on this political point. The two chieftains have agreed to abide by the result of their champions' battle.

Ablat has become aware that a group of trolls have arrived out of the mountains at the camp of the Splintered Bone. Fearing some sort of attack, encouraged by Velef, he instructed his patrols to seek allies nearby, preferably adepts. Fortunately, Oloom found the PCs.

However, even when the situation is explained, Ablat refuses to let the PCs cross the gorge for fear of disturbing the obsidimen or being double-crossed with the PCs joining Trea's tribe. Artigel will not offend the orks or agree to use subterfuge to subvert their wishes. The Skyseekers will not try and cross the gorge themselves. In order to meet with the Skyseeker trolls, the PCs must find a way to convince either the orks or the obsidimen to change their views.

### **Troll Knowledge**

Artigel's troll contacts, represented by the Deepdelver tribe of the Skyseeker Moot are indeed with the Splintered Bone orks. The trolls have had little to do with the scorchers since their arrival two days ago in their drakkar, Passion's Claim. The trolls are lead by their tribal chieftain and captain, Chad Arral Deepdelver, a young troll (19) but well known for his fearsome adept abilities (he is a 5th Circle sky raider) and canny strategies. Several trolls in the Skyseeker moot tip him to lead the moot in a few years.

Although resident to the western Delaris Mountains the trolls know little of hidden secrets there. They do know where the mountain Named Cloudcatcher is and know of its evil reputation, as it has always been very difficult to fly around or sometimes close to Cloudcatcher for a variety of reasons:



- o The vicious mistral winds that blow down the mountain and onto The Wastes;

- o When the mistral is not blowing the mountain is permanently draped in cloud as the warm air of the wastes rises up over the mountains;

- o The deep gorges and valleys of the region create innumerable micro-climates and wind-tides that make air sailing very difficult;

- o The valleys are also known to be the homes of fell beasts and that sunlight rarely touches the bottom of some of these valleys;

- o The mountain has been home to the Eagle's Nest for a good number of years this large mass of true air as been a magnet for air elementals, ogres, storm spirits and other creatures attracted by true elements;

- o Rashnar is currently using three

## KAER FINOR

### Premise

The residents of Kaer Finor had more time than most to study Rashnar. Their magical secrets are still hidden in their kaer. The PCs must brave the breached kaer and release the secrets in order to have a chance of defeating the Horror. Rashnar was here for a long time though, and the Horror has left a couple of nasty surprises behind, one obvious and one not.

### Set-up

The PCs must explore the kaer. This is relatively simple as the kaer is not large; I used the basic map of a kaer in the Explorer's Guide to Barsaive as a template. The Sanctuary is copied from Terror in the Skies.

corrupted air elementals to anchor the Eagle's Nest to his encampment.

The trolls will trade with the PCs for this information provided they do not offend these Crystal Raiders. Chad is no fool though and understands that adepts often carry knowledge of mystical places that the Skyseekers and the adepts may both benefit from given the right deal. Unfortunately, the trolls do not know the location of Kaer Finor or the Eagles Nest.

### Troll Knowledge

However this section of the adventure turns out the PCs face a choice of whether to head to Kaer Finor first and investigate the site of one of Rashnar's previous triumphs or head directly to The Cloudcatcher and face the Horror before it cracks open The Eagle's Nest.



Anyone who has already played the FASA adventure will have to use a different defense mechanism for the treasures.

### Finding the Kaer

Having successfully navigated to the area where the kaer lies, the entrance to the kaer can be located by a successful exploration roll against a target number of 13. The cave entrance of the kaer is non-descript although large it leads to a roughly hewn tunnel that cuts deep into the mountainside of Mount Finor for about 150 yards of twisting darkness. At the end of this is a vertical shaft nearly 100 feet deep at the foot of this shaft, recessed, is the main portal to the kaer.

The main portal is a finely crafted circular



doorway some 20 feet in diameter. The frame and door itself are covered in runes and patterns of a magical nature that can also be seen in astral space. These are the remains of the defenses that Rashnar slowly unpicked to gain entrance to the kaer. The wards are no longer active.

### **The Finor Keystone Diamond**

The keystone of the doorway harbors the great Finor Diamond that also acted as the keystone of the spells and wards that guarded the kaer. The diamond can be seen at the heart of the archway keystone and has a Spell Defense of 23. The diamond is about the size of an obsidiman's fist and would be worth over 8,000 silver pieces just as a gemstone. If removed the gem is loot worth legend points (500) but has a very limited market as an enchanted stone and potentially Horror-cursed.

The diamond is enchanted to hold the threads of the kaer's magical defenses and was the target of much of Rashnar's magic. The diamond is a minor pattern item for the Horror.

### **Living Quarters**

These areas still harbor many personal effects of the kaer's former inhabitants. Each area also has a communal bathing area.

### **Central Chamber**

The large central chamber was a communal hallway for the kaer's residents. It is still a scene of destruction with market stalls and their goods strewn all over the area. The central pillar of the chamber is still enchanted for a day/night effect (one of the few spells still in effect in the kaer).

### **Administrative Area**

These chambers consisted of a central meeting chamber and associated offices for the daily running of the kaer, courts of dispute, small meeting rooms for the kaer's ruling elders. In one of the offices are a large

number of record books that record the life of the kaer, its workings and its history up until Rashnar's physical entry into the kaer.

### **Dining Area**

Formerly the communal dining area of the kaer and associated kitchens. Ironically, the room is now the mausoleum for the victims of Rashnar. Their naked bodies are neatly stacked over by one wall of the room 7 deep in 7 rows and 7 columns. The kaer was mixed and all races, except obsidiman, can be seen to be represented by the corpse pile. Their bodies are mummified and otherwise physically unmarked. If viewed on the astral plane however, their bodies appear to have suffered extreme violence and torture each different from the next. Their true patterns have faded to almost nothing.

### **Food Production Areas**

Sadly neglected these areas contain little but withered plants and animal bones. The slaughter house next to the animal pens is also deserted.

### **Water Supply**

A natural spring rises here. A water purification spell is also anchored here and still works, cleansing the water everyday.

### **Statue of Garlen**

The tribute room to the Passion is bulging with tributes, mostly withered and decayed foods although some treasures can also be seen. The statue itself is a traditional image reflecting no particular Name-giver race (consequently looks human). If viewed in astral space the face of the statue is twisted in torment and fear.

### **Chambers of Magical Experiments**

These caves were dangerously expanded during the Scourge as the residents tried to repel Rashnar in a frenzy of magical research. Sadly the kaer did not quite have the talents or resources to defeat the Horror



although the fruits of their knowledge may yet prove to be the downfall of Rashnar. Rashnar destroyed the chambers in his battle with the magicians of the kaer and subsequent attempts to enter The Sanctuary.

An illusionary wall covers the short corridor from the main chambers to The Sanctuary, which is equivalent to a 6th Circle spell in terms of sensing and disbelief tests.

### **The Sanctuary**

Around the door can be seen the results of physical attempts to break open the door, scratched and gouge marks in the rock, a dried Name-giver heart, shattered blades and stones. The door has a physical defense of 40. The magical lock that only exists on the astral plane also has a Spell Defense of 40. The lock is linked to a powerful Divine Aura spell (effect step 40) that is triggered by anyone touching the door or handles directly or indirectly. The spell seeks to detect a Horror Mark on an otherwise goodly person who is also an adept. The spell must defeat the opener's Spell Defense as well as the Spell Casting result of the Horror Mark in order to open the door.

The spells protecting the door are seen on the astral plane as a huge black block or sarcophagus. The block, resembling an oversized spell matrix, has been tampered with and added to by Rashnar. Unable to dislodge or defeat the locking mechanism the Horror added a nasty surprise to anyone actually managing to open the door. Should the magic to open the door be triggered the astral sarcophagus opens and allows the Horror construct Finot into material space from the astral space sarcophagus.

If a PC uses raw magic to obtain a Horror Mark the kaer is considered tainted.

### **Successful opening of the Sanctuary**

Finot is imprisoned in an astral sarcophagus manufactured by Rashnar around the spell patterns that ward The

Sanctuary portal. Any opening of the portal will automatically trigger the opening of the sarcophagus and the release of Finot into the material plane and specifically into the portal chamber of The Sanctuary.

*"A blue glow gradually forms around the doorway accompanied by a faint splintering noise. A thin crack appears down the centre of the oval door between the handles. Slowly the crack widens and the doorway to the sanctuary beyond opens."*

*Beyond the doors a small chamber awaits filled with darkness and a cloying sense of entombment. A thick black vapor appears as if from nowhere and congeals into an oversized roughly t'skrang form some 8 feet in height. Putrid green in color the t'skrang's skin is gnarled and bubbles with growths of flesh, fingers, faces and so forth. Gaping wounds open and close randomly, endless blood, guts and other bodily parts boil into astral space not long after hitting the floor or are reabsorbed as soon as it touches this gore. The form continually shifts, grows, shrinks and boils."*

Finot can speak and will tell people its purpose and the history of its creation as it tries to destroy them. Finot was designed to take incredible amounts of damage and provide Name-givers with a fatal lesson in tangling with Rashnar. Finot's abilities allow it to inflict terrible memories of the pain it suffered during its creation. Finot was created for a specific purpose - to guard against the opening of The Sanctuary of Kaer Finor and destroy any who manage to open its portal.

Finot is a Named Horror construct made by the Horror Rashnar from the missing 85 Name-givers from the Kaer Finor body count. Finot is the embodiment of all the pain and suffering inflicted on these Name-givers by the Horror.

### **Once Finor is Slain**

"Shining a light into the room your eyes



meet the lifeless gaze of a windling corpse perched upon a ledge opposite to the door.

*"In the shadows the windling looked almost animated but now you see that his body is as still as the grave and he breathed his last many years ago. The room around him is small and sparse. In front of the windling's ledge is a pile of 5 leather bound books. At the foot of the tower of tomes lies a silver amulet oval in shape and attached to a long silver chain.*

*"Propped next to the books is a tall trollsword. The unscabbarded blade appears to have been cunningly crafted from a number of bones into one smooth blade. The sword is double edged and carries a number of wicked looking barbs and flanges. The body of the blade is covered in dark patterns. The hilt and pommel are also crafted from bone but are bound in a fine mesh of a golden metal with a reddish shimmer."*

This is the treasure of Kaer Finor. Three of the five books, entitled The Books of Savior, cover much of the magical research that the kaer's magicians discovered in their attempts to defeat Rashnar. The history also covers a description of the events that took place during Rashnar's siege and some general information regarding the Horror:

- The Horror looks like a huge (15' long) blood-red slug, covered in scabby yellow pustules and as tall as an elf in height.
- The pustules constantly ooze black ichor that kills any normal plants it touches.
- Some reports also include a horrible smell of rendered bones accompanying the Horror.
- Rashnar is a bloatform Horror with a singular nature, i.e. it can exist in astral space or material space.
- Physically or astrally Rashnar's amour is virtually impenetrable and can be pierced by no normal weapon.

- The kaer sent a party of adepts to destroy Rashnar early in the siege; the powerful group was destroyed and turned into constructs.

- Physically unable to defeat the Horror the kaer turned to magical means.

- Magically, Rashnar is well versed in both the technicalities of magic (wizardry) and the physical strength of magic (Elementalism).

Most of the research went into discovering its nature and how to send it back to its own plane. This knowledge was discovered with a great deal of danger, bloodshed and sacrifice. The knowledge culminated in the partially complete spell to banish Rashnar.

Another of the books details some of the knowledge the magicians of the kaer learnt about two other Named Horrors that roamed the Delaris Mountains during the Scourge: Duaga and the Wormskull B'lunn.

The final book tells of the forging of the trollsword Named Revenge. The crafting was led by the dwarven Elementalist Zaphia who learned that Rashnar was vulnerable to the power present in the bones of its victims. Using the bones of those already corrupted and slain by the Horror in its attempts to get into the kaer Zaphia and her apprentice cleverly made the and enchanted it against the Horror using the knowledge that they had of Rashnar and copious amounts of blood magic.

The book records the methods of enchantment and all key knowledge necessary to wield it. The book also records the sword's first and only use by the kaer's only warrior adept capable of using the sword, a troll Named Norrock, who was instantly corrupted in the face of the Horror when it first breached the walls. Norrock flew into a murderous frenzy and the other adepts of the kaer were forced to destroy him. The sword was rescued in the hope that the residents would survive to train someone else



to use it.

### Where Next?

This haul of treasure should give the PCs reason to head to The Cloudcatcher and take on Rashnar. If they are being extra careful and wish to head to Callum Brook for and explore as well, you'll have to invent that one

yourself but the extra information gained there should be paltry to what the PCs gain here as the bloatform spent a great deal more time at Kaer Finor.



## IN THE SHADOW OF THE CLOUDCATCHER

### Premise

The mountain known as the Cloudcatcher also as Mount Killax at the western extreme of the Delaris Mountains is currently home to the Horror Rashnar. The bloatform is engaged in a complex analysis of the floating kaer, the Eagle's Nest, which the Horror has captured and is presently trying to open. Rashnar assumes that the kaer is full of succulent Name-givers. The mountain is guarded by Rashnar's minions including constructs and members of the cult The Sons of Rashnar.

In order to defeat Rashnar and prevent a massacre of Name-givers in the kaer the PCs must tackle not only the Horror and its minions but also the perils of the mountain itself. The steep ridges, deep crevasses, freezing winds, impenetrable fogs, brooding silence and violent storms are a challenge not to be underestimated. The final encounter with the Horror Rashnar should not be underestimated either. The Horror is cunning and well entrenched in its mountain lair. It is also defended by a large number of Name-givers.

### Set-up

Hopefully the characters have managed to acquire the help of the two ork tribes, the two Troll Tribes and possibly the two Obsidimen purifiers.

With this amount of support the characters should find the paths through the mountains to Cloudcatcher somewhat easier.

### Mountain Encounters

PCs roaming the mountains have 3 chances per day to have a random encounter. Each encounter chance is only 10%. Use the following encounter table to determine the type of encounter if one is to be had, use d8+d12. Chances of surprise are doubled in the Delaris Mountains due to the silence.

2	Mind Slugs	11	Weather - storm
3	Doom Bird	12	Crevasse
4	Elemental	13	Ogres
5	Cave Crabs	14	Vettas
6	Cave Trolls	15	Griffins
7	Rockfall	16	SoR Patrol
8	Crevasse	17	Molgrims
9	Krilworms	18	Weather - Wind
10	Doom Bird	19	Weather - fog
		20	Storm Wraiths

Modify the number of creatures to be a challenge for the characters and any allies they have available.

### Equalizers

The forces arrayed against the PCs when assaulting Rashnar are formidable, too much



for just one small band of Adepts to attack. Fortunately there are a number of equalizers available that can be used to re-dress the balance.

### **The Deepdelver Clan**

If the PCs convinced the Deepdelver trolls led by Chad Deepdelver to give them a ride to the mountain there is a chance that they will help the PCs if approached in the correct manner, i.e. by a troll of renown. Chad is no fool and sees an opportunity to further the clan's Name within the Sky Seeker moot by raiding the Horror's lair and then the newly opened kaer. The exact cost that Chad will accept as fair for taking his clan into the attack to support the PC's quest depends on the success of a CHA test vs. Chad's Social Defense:

Extraordinary: just for the legend

Excellent: just for the legend, a fair share of treasure and any newots the trolls desire

Good: As excellent but demands a 33% share of the treasure and at least 1 thread item.

Average: As good but with a 50% share of the treasure and at least 2 thread items.

Poor: As average but 75% of the treasure, at least 4 thread items and the PCs owe the Deepdelver clan a major favor.

### **Splintered Bone Clan**

Ambitious or cunning players may well have convinced the orks of the Splintered Bone tribe to join them on their quest against Rashnar. In which case, a mounted cavalry of orks will be a great help in battling Rashnar's minions. If the PCs did not take this course of action you may wish to reduce the number of servant's at the Horror's disposal.

### **The Mailed Fist Tribe**

If the characters unmasked Velef as a Questor if Vestrial then the Mailed Fist pledges their allegiance to the characters to fight the Horror in order to repay the debt. Ablat realizes that more orks could have been

lost because of his being manipulated and has chosen a very martial method of winning is pride back from his tribal captains.

### **Ultamak & Maitaaz**

If the characters have managed to acquire Ultamak and Maitaaz as allies then they have done so with the understanding that they are to remain out of harms way while the two purifiers settle their differences using the horror as the deciding factor.

Should one or the other of the obsidimen purifiers perish during the combat with the horror then the rest of the name-givers will be honor bound to help. The obsidiman that survives wins the disagreement. If both survive then the disagreement will resume.

### **Rashnar's Defenses**

The Horror relies mostly on its minions to keep intruders away. Servants of the Horror populate a number of camps that surround the mountain summit where the main camp and the Eagle's Nest are anchored. Many of the Name-givers that crew these camps are unaware of the true nature of the highest camp. They are simply mercenary folk who have been recruited by the Sons of Rashnar as guards under the premise of looting a kaer.

#### **Camps 1 & 2**

These camps are outlook camps continually manned by the Sons of Rashnar. The camps each have about 12 Name-givers in them, mostly elves, orks, dwarfs and trolls, as well as one adept. The guards watch the main valley leading to the Cloudcatcher peak. If they spot any intruders an alarm fire is lit which alerts the creatures in camp 3 and the adepts and Rashnar in camp 4. In each camp there are 5 orks, 3 trolls, 2 dwarfs and 2 elves plus one warrior adept in each camp.

Name-givers in these two camps are not aware that they are serving a Horror, although they are quite aware that they are about to loot a sealed kaer.



### **Camp 3**

Camp 3 is where most of the Sons of Rashnar reside; many of the foul folk that support the cult believe this is where the power lies unaware of what truly lies beneath the mountain peak. The camp usually contains 30 foul folk and 4 adepts including the female elven nethermancer, Alandrassa.

Stationed here are also 2 troll warrior adepts, an ork warrior adept and an ork thief adept. Some or even all of these adepts may be away from the camp patrolling, or undertaking some mission for Rashnar. All adepts are horror marked although some of them may not be aware of the mark.

### **Camp 4**

The fourth and final camp is Rashnar's camp. Here resides a number of constructs, such as the remaining Doom Birds and the core of the Sons of Rashnar lead by Morwen Cloudseeker as well as the Horror Rashnar itself. Close by is the virtually invisible Eagle's Nest kaer held in place by three air elementals corrupted by Rashnar. Rashnar has set up a number of wards around the camp using anchored Divine Aura spells, which alerts it to the presence of any non-Horror or non-Horror marked being entering the camp.

The camp is protected from the air via camouflage spells that Rashnar has emplaced over all tents and other structures. The air is also watched by the Doom Birds and a number of Storm Wraiths that have formed from Rashnar's use of death magic in the construction of the camp and the anchoring of the Eagle's Nest.

The inhabitants of the camp include the prominent ork wizard Morwen Cloudcatcher and her bodyguard, the corrupted troll Moloch.

Within camp are any remaining members of the Company of the Bright Blade.

Finally, there is the Horror Rashnar itself. The Horror will fight as strongly as it can, intent on crushing all opposition. If reduced to 30 hits or less it will attempt to escape onto the astral plane. It will not hesitate to sacrifice followers and constructs to ensure its escape.

### **At the Eagle's Nest**

Having defeated Rashnar and made it to the gates of the Eagle's Nest the PCs will be confronted by more of Rashnar's minions, namely 3 corrupted air elementals bound into place by Rashnar in order to hold the floating citadel in place. The spirits have been tasked to hold the Eagle's Nest in place and attack anything entering or leaving the citadel. The spirits will do this exactly, no more no less.

### **Inside the Eagle's Nest**

Despite its formidable defenses the Eagle's Nest was in fact breached more than 100 years before the end of the Scourge. However, the Horror that successfully entered the kaer physically, Wintersbreath, was trapped within the kaer by the inhabitants who repaired its breach through the true air sphere protecting the citadel. Trapped with the citadel the Horror destroyed most the inhabitants before realizing that it could not escape. The Horror then froze a number of Name-givers in suspended animation, feeding off them slowly and spending long years in torpor waiting for the doors to be opened so that it could fly free again, which it will do at the first opportunity.

Not all this time has been quiet for Wintersbreath for it did not kill or freeze all the citadel's inhabitants. A small tribe of the citadel's original inhabitants roam the decimated citadel scratching a living trying to avoid Wintersbreath and its constructs that they Named, Jack Frost.

Note that Wintersbreath has been taken



from FASA's Book of Exploration.

### Contents of the Kaer

I haven't detailed the contents of the kaer so it remains down to the individual GM to decide what pre-Scourge secrets remain hidden in the kaer and guarded by Wintersbreath.

### Shattering the Sphere

Completion of the Ritual of Opening will release the true air sphere protecting the citadel. This will release a large amount of true air into the region around Mount Killax allowing kernels of true to be found much more easily in the area for some time afterward. However, this release will also mean the pockets of true air can also be found where not expected, i.e. in the nearby valleys. Creatures entering pockets of true air can generally not breathe normal air again. The magic within the true element magically alters the creature's lungs so that they can only ever breathe pure air again.

## Loose Ends

The slaying of Rashnar is an heroic achievement and PCs should be rewarded accordingly, particularly if they have witnesses in the form of Deepdelves trolls and either of the ork clans. Quite how the PCs convinced these groups to help them may also have repercussions; for example, neglecting to tell them that a Named Horror is involved resulting in heavy casualties just might be cause for revenge. Any remaining members of the Sons of Rashnar may either be very grateful for being freed from the Horror's grasp or seek revenge for the destruction of their master. Other problems might include the release of Wintersbreath and its constructs from the Eagle's Nest into the local area. Responsible PCs will want to track this Horror down and destroy it - no easy task.



## GAME INFORMATION

*This section provides all character, and creature information present online at the time of this archive. Also included is the background that was created to support the campaign. Not all characters and creatures mentioned in the adventure series can be located here. Most do not appear online. Magic items and Thread Items are included at the end of this section. All stats are for Earthdawn 1<sup>st</sup> and 2<sup>nd</sup> Edition.*

### Jerris

The airfield of Jerris is well lit even in daytime, huge light crystals of various colors glimmer through the smoke filled gloom as you drift into land. Ten other airships of various shapes and sizes litter the field, some of them obviously military in purpose. Beyond the field lies the former citadel of Jerris. Even now the city houses not many

more Name-givers than the 80,000 that it did originally, with its dark streets, sinister reputation only the vast riches of the airship trade and elemental mining bring people to the city.

Jerris is a dark sinister city that crouches on the edge of a high plain overlooking the natural ruin that is the Poison Forest. In the



distance are The Wastes, a desolate wasteland where more breached kaers have been found than in any other part of Barsaive. Close by is the Liaj Jungle, a vast natural resource guarded by the Great Dragon, Usun. Despite its remoteness Jerris is a small but rich and powerful city. Its access to vast natural resources, true elements and hidden magical mysteries are a strong lure to merchants and adepts alike.

The former citadel itself, though, does not have a pleasant environment. Its people are overly emotional and highly-strung, all too eager to reach for their daggers during a confrontation. Though organized crime in the city is a rarity, in Jerris people disappear. Approximately ten Name-givers every week simply vanish leaving no evidence or trace of themselves. At least one grisly murder occurs month and the culprit is rarely caught. Some blame these activities on Horrors, others on the profusion of weird and unusual cults that reside in the city following Horrors, Mad Passions and entities of their own invention. The truth behind these disappearances is probably stranger still.

The city is always drenched in a dark pall of smoke that has drifted from an unknown source somewhere in The Wastes and across the Poison Forest before reaching the city. The smoke is dark and grimy and frequently obscures the sun covering the city in an eerie twilight. The smoke appears to have no effect on any breathing it except to leave a sharp metallic taste in the mouth.

### **Getting to Jerris**

Jerris is well served by both airships and caravans. The trails to Jerris are also well trod by messengers and adepts groups. The movement of all these groups pleases the ork scorcher tribes and troll moots of the region immensely.

If the characters are tracking by sight, they'll be able to pick up the trail on the other side of the river, and if they are tracking by magic, then they'll find picking up the trail

even easier. Once on the other side, they'll have to continue back up the mountain, over the top, and down the other side.

All up the journey is going to take the characters approximately four days walking. The distance will be similar even if the characters are mounted, as the Tylon Mountains are treacherous and difficult to traverse.

### **To Jerris from Travar**

A number of airship ferry services are run by a variety of operators from Travar to Jerris. If the PCs are prepared to work then they will be also be able to secure a working passage on one of the many merchant vessels plying the skyways between the two great airship ports. The following passages can be gained:

Overland Trading Company runs a dedicated ferry service for passengers, couriers and small goods. The ferry service is quick and uses a small, wooden, purpose-build galley Named Kaloon. The service can take up to 100 passengers but only runs every two weeks from Travar. There is a sliding scale of charges depending on the type of accommodation booked:

1st Class: large cabin (lockable) + magical facilities + windows (includes servant quarters) – 15 gold per person per day, includes food.

2nd Class: medium sized cabin (lockable), no windows – 8 gold per person per day (includes breakfast).

3rd Class: dormitory in centre of airship – 4 gold per person per day (includes breakfast).

Prices for trolls are increased by 10% and obsidimen are subject to a surcharge of 20%. Additional food and drink can be paid for on the airship at standard rates +10%. The ship has a mess hall for eating. Conditions are otherwise cramped and the passage



interesting in terms of scenery, air pockets, troll raiders and other dangers.

Packages can be sent on the airship at a rate of 1 silver per pound of package, the Company reserves the right to charge by volume instead and to charge passengers additional fees if they consider that passengers are carrying excess luggage (full sets of metal armour).

Working passage can also be secured on one of the Company galleys that fly from Travar to Jerris. There is generally (4 in 6 chance) a sailing once per week. The Company will pay Adepts who wish to work there passage 1 silver per day per person provided they agree to promise (in front of witnesses) to defend the airship, its crew and cargo for the duration of the journey. Wages are paid on completion of the journey. Adepts who use materials in the defense of the airship may claim limited expenses from the Company (equivalent non-magical items).

Other trading companies, including Chakkos of Jerris, Fromm Merchant Company of Jerris and Edmund Stowaway offer similar working passage prices to Adepts. Some of the smaller traders who fly infrequently to Jerris (one leaving per month) may double or even triple these prices if the Adepts are canny bargainers or they have a valuable cargo. Chakkos of Jerris also offers a dedicated ferry service to Jerris, but not quite as luxurious as the OTC service.

The journey generally takes two days by airship (depending on conditions) following a safe route north to the edge of the Servos Jungle, then westerly well north of the Twilight Peaks to the edge of the Liaj Jungle then round the northerly edge of the jungle to hopefully avoid the attentions of Usun. Using this route an overnight stop is made at a large trading post town called Naranville which lies on the western edge of the Kratas Woods. Appropriate lodgings are included in the ticket price. Passengers of the big Companies generally stay in Merchant-class

inns built and owned by the Company. The unsafe direct route takes less than a day but only 2 out of every three attempts to reach Jerris by this route is successful.

### **Landing at Naranville**

Naranville was originally a scorcher outpost, a meeting point between tribes where trading took place in the blasted plains of Barsaive. In recent times with the advent of the airship lines between Jerris and Travar the merchant lines required a place to stop on the journey and Naranville was identified as an appropriate place. Once big business and gold became involved the previously barbarian scorcher tribes suddenly rediscovered their civilized ways and became builders, innkeepers, traders and merchants.

The large trading companies either own their own inns and compounds or share costs amongst each other for a compound. Outside the compounds a large village, similar in vain to Haven or Bartertown has developed, dominated by representatives and fronts for the various scorcher tribes that roam the plains of western Barsaive. The orks do a roaring trade in livestock, hunted meat & animals, rare plants and other objects frequently liberated from the caravans that snake across the wide plains.

The airfield of Jerris is heavily defended these days, especially from increasing Theran attacks. The city maintains a garrison of guards and one of their military vedettes is permanently in the air with another in a constant state of readiness on the ground. The city guards even give every airship landing a cursory search and question a few passengers in an attempt to deter Theran infiltrators.

### **Dealings in Jerris**

Jerris is a difficult place to deal with people due to depressive and overtly dangerous nature of the city. Though people are free to go where they chose dealing with other Name-givers can be difficult as Name-



givers generally operate at one interaction level lower than they should.

### **Organizations in Jerris**

Overland Trading Company – the giant company maintains a large variety of interests in Jerris including large offices, warehouses, inns, taverns, stables and so forth.

Fromm Trading Company of Jerris – another large company that supports and maintains a network of establishments throughout the city.

Tor Airship Yard – independent airship yard that is subject to frequent attacks from a variety of enemies.

Seekers of Pure Flesh – bizarre cult that collects the flayed flesh from Name-givers who have died for love. Their finds are kept in a magically sealed vault under the Town Hall; the city Magistrate's office has, however, yet to grant permission for the cult to attempt their Ritual of Purification.

Sacred Guild of Magicians – official magician's guild within the city of Jerris is situated in an ancient sprawling building complex towards the centre of the city. The guild was originally set up by the trading companies to further research into airship construction and protection from the many Horrors that attack airships and caravans. The guild was quickly expanded by other factions wishing to see research undertaken into Horror magic and the many taints that affect Jerris, the Poison Forest and The Wastes. The guild has diversified into other areas with the exploration of The Wastes and the Poison Forest by adepts. The guild is rich and will always buy information from adepts in a similar vein to the Throalic Library. The guild is also willing to sell the vast information resources at its disposal although this isn't cheap; any user must also be a member of the guild in addition to paying research fees:

To join (must be a magician): 50 gold (one off) + 10 gold per year.

Research by librarian: 25 silver per day (all have at least rank 3 research skill)

Finders Fee (payable on finding of requested information):

Easy: 3 sp

Average: 5 sp

Hard: 7 sp

Very Hard: 10 sp

Heroic: 12 sp

Such fees are only for the common guild library, individual magicians and groups of magicians may have their "private" libraries that they use located in the guild. Library researchers often know of these stashes of lore and may be convinced to borrow some of these sources for the persistent researcher.

Fellowship of Night – the secret society maintains a presence of at least one member at all times in the city, most frequently found in attendance in the Sacred Guild.

Keys of Death – at least seven assassins live and operate in and around the environs of the city.

Hand of Corruption – the sinister organization is rife amongst the city, especially with the leader of the Brokers, Potrish, maintaining a residence amongst the city's wealthy.

Dragon's Network – a small number of operatives live and work in the city.

Seekers of the Heart – a small presence of the society exists in the city, lead by the merchant Braphan Pallas.

Magistrate's Office – the city authority.

### **Inns & Taverns**

Jerris is dominated by merchant guild inns and taverns often owned by and operated exclusively for the great Merchant



Companies. Though non-merchants are sometimes allowed to use these establishments, prices are often exaggerated for this purpose. Fortunately, there are a large number of non-merchant taverns in the city and some these also provide board though standards at these other places cannot be guaranteed.

- The Sky's the Limit - medium sized inn close to the main gates of Jerris, run by a small family of orks. This inn caters mostly to traveling independent merchants. The inn's quality is slightly better than the average merchant inn.

- The Dwarven Tongue - mid-sized inn and tavern towards the seedier side of town, run by a small family of orks. The inn has a limited number of private rooms that are currently all taken. The inn is equivalent to a good cheap inn.

- The Sky Scraper - a large troll inn located close to the city's mercantile centre, owned and run by members of the Na'Crom family who originate from the borders of the Liaj Jungle. The inn is frequented mostly by trolls and the occasional obsidiman. Other Name-givers do go but often find the atmosphere restrictive.

## Parlainth

Haven is full of heroes, villains, and friendly folk and foul. Its buildings are a sublime mix of restored Theran architecture and shanty town shacks and tents. Here are just a few of them:

### Skerrit Brightforge

Skerrit is an ork Weaponsmith adept originally from Urupa, he came to Haven late in 1504 with a large group of adepts intent on making it rich in the ruins. The group's first adventure in the ruins ended in disaster with Skerrit being the last Name-giver standing after a botched approach to a ruined temple which was home to a pack of ghouls. The

### Personalities of Jerris

- Artigel Freestone, female troll troubadour, resident in The Sky Scraper, an independent troll inn in Jerris city. Artigel is an expert in the tales of Horrors that ravaged the Delaris Mountains. She also has dealings with some of the local Crystal Raiders, especially the Skyseeker Moot. Artigel used to belong to the disbanded adept group known as The Defenders of the Gate.

- Braphan Pallas, male elven merchant, representative of the Seekers of the Heart.

- Byth Vesten, accomplished human warrior & magistrate of Jerris.

- Listan Fromm, dwarven owner of the Fromm Merchant Company of Jerris, & erstwhile airship saboteur.

- Pihgram Tor, female windling air sailor & master airship builder owns largest building yard in Jerris.

- Potrish, female human nethermancer, Head Broker of the Hand of Corruption (part-time resident).

group soon left the Parlainth after recovering but returned with the same group of adepts late in 1505. It was during the winter of 1505/06 that the group's obsidiman warrior disappeared while defending the walls of Haven. When the rest of the group left Parlainth Skerrit stayed to try and find his friend.

Skerrit now works at Brennula's Arms (and ignores the rumors as to how he got this job) and still mounts forays into the ruins to find the warrior Ralthglarn. Skerrit is renowned for his taciturn manner, fearsome



armor in the form of a green stone breastplate and helm which he made himself and his self improved broadsword, Mountainheart. Skerrit is always accompanied on his journeys but his temperamental mule, Bulkhead. Similar to most Weaponsmiths, Skerrit is rich.

### **Tales and Rumors**

There you were, quietly minding your own business in Loak's Legacy, nursing a mug of hurlg but you just couldn't help yourself overhearing that loud-mouth t'skrang (OK, he was whispering to his friend but what else is lip-reading for?) and as for what those drunken orks were talking about... Well, you'd better make up your own mind:

A Named, high circle spell has recently been found by a group of Adepts deep within the Western Catacombs. The Adepts managed to recover the spell with unusual magic and smuggle their booty to Throal. The spell is thought to be Horror-cursed and its casting in Throal may cause havoc.

During the winter of 1505 an obsidiman warrior Named, Ralthglarn disappeared while defending the walls of Haven from the annual assault from Horrors and their minions. The last remaining member of the warrior's adept group left in Haven, the ork Weaponsmith Skerrit Brightforge, still mounts sojourns into the ruins to try and find his friend. Word on the street is that the Weaponsmith is rich and pays well for those willing to help. He works at Brennula's if you're up for it.

During the winter of 1506, a troll warrior Named, Tupac Flame-eyes, helped defend the walls of Haven from several Horror construct attacks using only a broom. Although the annual assault of the walls during this winter were not long in duration they were relatively bloody in comparison with other years. It is not know if the use of the broom is part of some bizarre trollish courage test, although it is rumored that

Tupac also used the broom to wound a Named Horror in the ruins of Parlainth. Tupac was last seen heading for Throal at the start of 1507.

Queen Twiceborn is getting soft towards us warm Name-givers, a troubadour recently managed to talk his way right into her throne room. His fate once he got into this unholy chamber remains unknown.

The dragon Charcoalgrin has recently acquired a potent item related to Queen Alachia and Blood Wood. It is unclear what the dragon intends to do with the item but the minions of the Blood Elf Queen and the great Dragon Amalaise, as well as those others who also take an interest in such items, are mobilizing.

The numbers of Untouchables has recently taken a plunge. Word on the street is that a large group was completely wiped out by a Wormskull recently awakened by the foraging in the ruins.

### **Thannaq's Arms**

In the Twists, close to the Screaming Fountain, stands a large, square, two-story building. It stands, as does most of the Twists, intact and a swinging sign, emblazoned with a sword and helm, hangs from its walls proclaiming it to be a Weaponsmith and armory.

A glimpse through the grimed windows (still holding their original glass) on the lower floor reveals a central counter area with numerous weapon racks radiating in a circular pattern from this desk. The racks are bedecked in weapons of all descriptions made in high quality, pre-Scourge, Theran designs. The quality of craftsmanship on the weapons proclaims this emporium to be one of the finest in Parlainth.

A metal, spiral staircase rises up from the centre of the floor leading to the upper level. The second floor of the building is a repository of an exquisite collection of armor,



including a couple of complete suits of ancient crystal plate.

The cellars below the shop were once the forges and stores of the shop, where Weaponsmiths and the occasional Elementalist labored over weapons and armor mundane and enchanted. The labyrinthine passage ways frequently give way to both small and large store rooms containing all manner of raw material, including rare elements stored in boxes lined with orichalcum. The main forge is also located here, containing five well-equipped forges that look as if they have only been

recently abandoned by their smiths.

The cellars also hold the lair of the Named Horror, Thannaq (THAN-NACK). Thannaq is a brooding, powerful Wormskull, a survivor of the original army of Horrors that invaded Parlainth during the Scourge. The horror is known to have an extra set of arms and it is postulated that this is the reason why the building is known as the "Arms of Thannaq" and not simply because it was/is a weapons shop.



## Travar

Travar: glittering prize of southern Barsaive. Travar is a former citadel still reveling in its Theran architecture and now rich again due to its excellent gateway location between Barsaive and the Theran Empire. Standing on the banks of sluggish Byrose River, a major tributary of the mighty Serpent River, Travar is one of the major port destinations for the riverboats that sail the waterways of Barsaive. Its access to the natural resources of the Servos Jungle and the Death's Sea makes the city a focal point for prospectors and land grabbers alike.

Travar has more than its fair share of the seamy side of city life; greed is no respecter of Name-giver rights. Its proximity to the Theran markets means that Travar has the only legal slave market in Barsaive. The nearest t'skrang aropagoi, the House K'tenshin (Nine Diamonds), is a powerful influence on the city's trade. The martial K'tenshin and their Theran allies care little for Throalic appeasement policies and the Council Compact.

Other Name-giver groups also inhabit the city. Trollish air sailors have settled in the city since the end of the Scourge and one corner of the city is now inhabited exclusively by trolls from the highlands and lowlands of

Barsaive. Known as Far Moot the quarter is a home from home for trolls and no place at all for windlings. Ork scorcher tribes are almost permanently encamped outside the great city walls at the vast animal trading market. Dwarfs, humans and elves make up most of the city's populous. A strong obsidiman presence in the city is due primarily to Travar being the home of Omasu, obsidiman troubadour and owner of the powerful Overland Trading Company.

Horrors, their constructs and cults are no stranger to Travar. Just beyond the city's hinterlands lies The Badlands, the most corrupt landscape in Barsaive. Before the Scourge the landscape that became The Badlands were the most fertile and beautiful valleys in Barsaive. Now they are rocky barren gorges home to only monsters, Horrors, strange magicians and empty kaers. Few people choose to enter The Badlands and even fewer return alive.

### Far Moot

Airships have been a feature of life in Travar since time immemorial and with the coming of airships inevitably came trolls. Some trolls became rich on raiding and trade and used to good life in city when it came time to spend their loot. Other trolls just saw the possibilities for successful business in



Travar. Many cities do not adequately cater for trolls, given their size, appetites and slightly dangerous cultural mores so troll entrepreneurs came and set up businesses, inns, taverns and services aimed directly at trolls. Soon trolls had taken over a section of the city close to the north airship tower and it became known as Far Moot, a trollish home from home.

Far Moot is centered on three taverns and inns that act as the hub of the community:

The Earthdawn - a large, expensive merchant inn for the more affluent troll patron

Memory of Sky Point - a hard drinking tavern frequently by hard drinking, hard fighting, proud air sailors.

The Orichalcum Flyer - taking the middle ground, this inn caters more for small independent traders, their crews and more civilized crystal raiders who occasionally frequent the city.

Other well known buildings in Far Moot include:

Pieces of Hate - an armory that specializes in making, fixing and selling troll piecemeal armor.

### **Adept Training in Travar**

Due to the complexities of the political system in Travar, i.e. The Founding, adept training is only provided as a monopoly service within the city's area of control. The city has set up a number of Adept Schools in and around the city. The schools were originally set up so that adepts could enroll at a central point to indicate their availability for The Founding and to provide potential sponsors a place where they could meet and select their champions. Like many aspects of life in Travar, however, the system has now been hijacked as a means to make money.

The schools operate a cartel charging fixed prices for training (generally 150% of the prices quoted in the ED rulebook but always depending on market conditions). The teaching of knacks is extra, as are spells. The schools maintain their monopoly by refusing to allow adepts who are not registered at their most relevant school to be selected for The Founding. The only exception to this is for a small number of very wealthy and powerful individuals who maintain their own adept training facilities. It is rumored that other adepts offering training within the city's legal borders have a tendency to "disappear".

The schools are organized along discipline lines and retain one-man-band trainers in some of the more obscure disciplines:

### **Thystonius's Heart**

A martial school run by graduate from the House K'tenshin School of War, Larrissa Barak F'yen K'tenshin (female warrior). Other trainers include Marlon K'ymora Ippikos (male t'skrang archer), S'lek Pentar Abanos (female t'skrang swordsmistress) and Drak Headsplitter (male troll sky raider). A few of the more paranoid residents of Travar question why a graduate of the School of War, and a K'tenshin at that, has been allowed to head up one of the most powerful adept schools in the city. Larrissa claims this suspicion is unfair.

Guild of Scouts, Bounty Hunters and Trailblazers

An affiliate school to Thystonius's Heart, the Guild is licensed to provide scout adept training. Training is overseen by female ork scout, Grit Blackfoot. The Guild usually provides services to the numerous trading companies, merchants, privateers and adept groups in the form of guides, pathfinders and maps.

### **Stage of Astendar**

Elven troubadour Elouise Twisk runs this small troubadour school. The school is



resident in the chamber of one the larger theatres in Travar by the same name as the school. Elouise also maintains a small library of journals, songs, poems and tales mostly bequeathed to her by former pupils.

### **Upandal's Forge**

Allegedly started by Upandal himself, this huge forge is run by a group of 7 mysterious Weaponsmith elders all of whom are Warders of the discipline. The Forge is an excellent source of information regarding legendary weapons and armor. Worked blades and armor can be purchased from the Forge upon negotiation with individual Weaponsmiths for those who can afford such

## **Wake**

At the top of the massive basalt cliffs that houses the Scavian kaer lies the tented village of Wake, a cloth Haven serving the needs of kaer delvers and those others who feed off the kaer's detritus.

Wake's environment is severe. The sky is almost perpetually dark from the volcanic ash and heat haze caused by the Death's Sea, Scarlet Sea and nearby volcanoes. Being so close to the lava temperatures at the top of the cliffs are almost unbearable and normal tents pitched in the area frequently spontaneously combust. Despite this there are no buildings in Wake and all its residents live in tents which are magically treated with true water and true air to not only prevent incineration of the tent but also to provide a cooled atmosphere within.

Inhabitants spend as little time outside of their cooled tents as possible. The searing hot winds that blast across the cliff tops carry a great deal of grit and ash making masks a necessity whilst outside. A depressing place filled with soot, sulfur and smoke, there is no fresh water or natural vegetation around Wake. All foodstuffs and products must be imported via airship or magically created. Living is expensive in Wake.

luxury.

### **The Patterned Veil**

A school for magician adepts run by four elven brothers who each follow one of the major magician disciplines. Arguments between the brothers are legendary and frequently end in the hurling of spells. The brothers are all from the influential Draculana family: Mythis (Illusionist), Abnar (Elementalist), Corellant (wizard) and Jumik (Nethermancer).



Residents of Wake have not built any permanent buildings for a variety of reasons. One reason is the unstable nature of Dead Man's Gullet, which suffers frequent earthquakes. Residents claim this is Death himself rattling the bars of her cage. A second reason is that many residents are only seasonal spending winter in Travar or some other safe haven. During the winter months virtually all trade ceases due to the violent storms that roll off the Twilight Peaks and makes travel to and from Dead Man's Gullet impossible to all but the truly desperate, foolhardy or Horror-touched. Seasonal residents return in spring, ready to trade with the explorers and miners of the region.

There is only one permanent feature in Wake, a large metallic fountain sculpted in the Scavian style of a fire eagle. The fountain does not work all of the time and is controlled by a group of Scavian restorationists cryptically known as the Cold Dish. This group is effectively the law in Wake and members of the Cold Dish make a point of welcoming all visitors to Wake and ascertaining their intentions.

Other residents in Wake consist mainly of some seasonal merchants buying and selling



goods to adventurers, scouts, resting true element miners and adventurers. The racial mix of Wake is made up of mostly the hardier races: trolls, orks and dwarves. A large number of humans, mostly Scavians, also reside in Wake. Unusually, relatively large numbers of obsidimen also stay in Wake due to the close proximity of a number of liferocks in the area.

The environment and isolation are not the only hardship the residents of Wake face. The village lies at the edge of raiding territory for the Bloodlore trolls. The Crystal Raiders do not often come to Wake but their raids are terrifying and bloody affairs.

### **Unusual Objects for Trade**

Wake trades in a number of highly unusual items that adepts will find virtually nowhere else. Here they can find rare Scavian items that are still made and found in the area, magical tents and protective clothing to beat the heat.

### **Ladies & Gents**

Strangely, "Ladies and Gents" is the local slang for the magical cooled tents that all of the residents of Wake inhabit. It is another example of the unusual rhyming slang that many Scavians use in their everyday language - ladies & gents = tents. If one wishes to appear local to Wake one might say to a friend, "I'm just going back to the ladies for my sword". In other words, "I am returning to my magically protected tent to acquire my weapon". Further information about Barsaive's regional accents can be found in "Accents of Barsaive".

The tents are made by enchanting canvas-like material with small amounts of true air and true water. The spacious and sometimes multi-roomed tents can resist the tremendously hot environment of Wake as well as providing a comfortable interior temperature. More elaborate tents often have guy-ropes weighted with true earth in order to prevent tent collapse during the vicious

storms that often blast through Dead Man's Gullet.

Unsurprisingly, the magical nature of the tents makes them expensive. Add the import costs to bring them to Wake and the merchant's additional high operating costs and profit margin and the tents can cost more than brick-built property. Woe betides any explorer who arrives at Wake without such a tent and few funds. Ordinary tents often last less than a day in Wake's harsh environment and even if the tent survives those living out of the tent will suffer greatly from the heat and smoke, forcing them to leave Wake or buy a Ladies however they can.

Ladies & Gents are generally made in four basic sizes: small, medium, large and troll. A number of tents are often linked by resident families to provide living spaces and bedrooms.

**Small** Effectively sleeps two human sized Name-givers and provides enough space to stow their gear. Cost: 500 silver.

**Medium** Sleeps up to four human sized Name-givers and enough space for their equipment. Cost: 750 silver.

**Large** Sleeps up to six human sized Name-givers with their gear. Cost: 1000 silver.

**Troll** Sleeps three to four troll sized Name-givers and their gear. Cost: 1300 silver.

Deluxe versions of the tents can also be bought, with true earth incorporated into the guy-ropes to help resist storms. Deluxe tents cost 15% more than standard tents.

Vendors often put up the tents for their customers, as many Name-givers are unfamiliar with this style of tent. A small fee is usually charged for this service, but it beats wrestling with yards of fabric for a couple of hours in hostile temperatures.



### **Plank of Wood**

In Wake a "plank of wood", or more commonly just "plank", is an enchanted hood worn by most residents. The hood consists of one long piece of material enchanted with true air that protects the wearer's head and breathing from the boiling air of Dead Man's Gullet. One is often reminded to, "Put your plank up, it's boiling out there," before leaving a friend's tent or the tavern. Without a "plank" walking around in Wake and its environs becomes unbearable leaving the pedestrian short of breath, scorched throat clogged with ash, difficulty in talking and singed hair and eyelashes (and even wings). Planks cost between 30 and 75 silver, depending on size and style.

### **Mother & Daughter**

More esoteric and profound than many of the colloquial names of Scavian items, "mother and daughter" refers to a rare Scavian potion more accurately called, Scavian Ice Water. Its blending is secret, known only by a few Elementalists of Scavian descent. Consequently, obtaining a bottle of "mother" is either down to luck, good contacts or riches. Nonetheless, bottles of "mother" are in great demand amongst those explorers intent on sojourning into the Scavian kaer as the magical potion cools the blood and minimizes damage from the intense heat found in many parts of the kaer.

In game terms Ice Water provides imbibers with 8 points of armor against heat damage for up to 4 hours. Bottles of mother often provide up to 5 doses when full. Dose requirements for trolls and obsidimen are 25% higher whilst for windlings the dose required is 50% less. A full bottle of mother will sell for a minimum of 400 sp.

### **Stone Weapons**

The Scavians were masters of making items resistant to heat and weapons were no exception. During the Retribution many

Scavian weapons were made from stone and enchanted to be just as good as sharp as steel. This enabled Scavians to attack fiery beasts without fear of having their weapon melt. Unfortunately, the process for the construction of stone weapons has gone the same way as the Scavians' knowledge of how to build stone boats. Speculation is that it was either a knack developed by Scavian Weaponsmith adepts or a spell developed by their Elementalists. The truth is probably somewhere in between but nevertheless the knowledge remains lost. However, a great number and variety of these weapons were made during the 300 years of the Retribution and adepts are constantly bringing them out of the kaer. Consequently, it is quite easy to trade these items in Wake. The cost of stone weapons in Wake is twice that of their steel price given in the ED rulebook.

### **Thread Items**

Many Scavian specific thread items can be found in Wake, the Dead Man's Gullet kaer or even amongst other Scavians. In Wake, The Cold Dish owns many such items and they will frequently confiscate other such items they discover have been brought to the surface from the kaer. When not owned by The Cold Dish, these items can be traded similar to other thread items. Only two items are described here but no doubt the Scavians during the Retribution crafted many other powerful, unique and common thread items.

### **The Cold Dish**

The cryptically Named, Cold Dish is a society of restorationist Scavians who dominate, and effectively control, the village of Wake. The society was founded in the latter days of The Scourge when the kaer of Dead Man's Gullet was in its final days and Scavians fled in droves from the accursed place. A number of Scavians, mostly members of the crumbling Imperial Guard and other survivors of the Retribution, decided to remain at the site of their kaer. Their goal was to preserve the memory of their fellows who had died in defense of their



people and turn Dead Man's Gullet into a place of sanctity and memorial for Scavians. In time the Cold Dish has refined its goals and seeks to:

1. Preserve the kaer of Dead Man's Gullet in a state that befits the fallen warriors of Scavia.
2. Prevent damage and destruction being caused to the kaer by looters. The members of the "Dish" are determined that the Scavian kaer will not be defiled like Parlainth.
3. Preserve the ancient knowledge of Scavian. This seems to contradict the above goal as in order to preserve this knowledge it first has to be found within the kaer. With this in mind the Dish is not adverse to hiring adepts to try and find some item or other in the depths of the kaer.
4. Remove the corruption of Horrors from the kaer. The Dish frequently charter adept groups to delve into the kaer's depths in order to exterminate some Horror or other that has come to their attention. The Dish knows more than anyone else of the Horrors that still dwell below.

In achieving these goals the Cold Dish frequently has to take extreme measures against explorers and will take any action, up to and including fatal force but only as a last resort, to preserve powerful Scavian knowledge and prevent "sacred" items from being taken away from Dead Man's Gullet.

### **Cold Power**

Though only a small group, the Cold Dish holds virtually all the cards in Wake. Firstly, they are a small but powerful group consisting mostly of adepts covering a broad range of disciplines. As a group they hold much power in the form of unique spells, thread items and arcane secrets that have been retrieved from the kaer. They also have access to pattern items for Wake, Dead Man's Gullet and for the Scavian kaer below Wake.

Secondly, the Dish has made strong links with a number of the obsidimen liferocks that pepper this region. The obsidimen of this region are not as peaceful as others, they have too much of the region's volcanic earth in their make-up. Many obsidimen adepts spend time helping the Dish, who are wise in the ways of elements and elemental spirits.

Thirdly, the Dish has control over the only source of fresh water in Wake and for many days walk around. The fire eagle fountain is a magical device that produces fresh water when operated in the correct way. Only a few members of the Dish know how to operate the statue. Usually the Dish provides as much fresh water as needed to any that ask but when necessary they will refuse to supply water. This may not have much sway over well prepared adepts keen on escaping the scene with a swag bag full of treasures but does have a profound effect on residents of Wake and airships that frequently stop to obtain water from the Dish's fountain. All who know Wake know that crossing the Dish will mean no more water, no more water means its time to go home and stop trading.

All who arrive at Wake are soon greeted by members of the Dish who politely invite new arrivals to share food and water at the fountain and quietly insist that the travelers tell why they have come to Wake. Anyone seeking to enter the kaer is advised to consult the Dish as they have the most knowledge of the kaer's layout and the dangers that lurk below. The Dish also learns very quickly (too quickly some say) what is brought out of the kaer. The Dish reserves the right to prevent any item or piece of knowledge retrieved from being removed from Wake. Those who refuse the requests of the Cold Dish may find getting out of the area very difficult. Any who succeed in stealing from the kaer will ultimately find out what sort of meal revenge really is.

### **Personalities of the Dish**

The leader of the Dish is a charismatic Scavian human Named Rickard Rockman.



Rockman is an Elementalist adept and had used his versatility talent to learn several other elemental related talents. A tall beanpole of a man with deeply dark hair and equally dark eyes, Rickard is devilishly handsome and a natural leader. The Elementalist also has a dark side to his

personality and perhaps has been exposed to too much horrific knowledge of what happened and what still remains in the Scavian kaer.

## THE COMPANY OF THE BRIGHT BLADE

The Company of the Bright Blade was a little-known group of adepts operating out of Bartertown around the turn of 1500 TH. Their first and only known journal can be found in the Throalic Library but it is a poorly written affair missing great chunks of information. However, the journal does record that the group was formed by a core of five Name-givers who formed a true pattern shortly after a successful trip to Urupa. As recorded in 1505 the core members consisted of:

- Milosh the Silent, human thief adept
- Quillan Borell, elven Elementalist adept
- Thad Stonefist, troll sky raider adept
- Artemis Glowing, windling wind scout adept
- Jacktar Threesheets, t'skrang Swordmaster

All members of the true pattern were 4th or 5th circle. The group took their name from a pre-Scourge bladed weapon they found on a trip to Urupa that took in the ruins of Kaer Otok. There is no record of the item being submitted to any of the Throalic Guilds for analysis and its exact description and abilities remain a mystery. The Company took a symbol of five daggers or blades all pointing inwards and meeting at their points. Each member had a gold coin engraved with this symbol.

The Company left Throal in 1505 for Jerris and the ultimate destination of the Delaris Mountains but their exact destination remained unknown to even the Company

members. Records indicate that the Bright Blade would lead them to a Horror and its lair.

The Company frequently employed other adepts for larger adventures, sometime amounting to more than 15 adepts for particular missions. The journey to Jerris was little different except that they hoped to recruit mercenaries in Jerris. They did, however, hire a wizard adept before leaving indicating that they needed a technical magician quite urgently. Perhaps to research the Blade or the Horror they intended to face. The wizard was the t'skrang Magus Elloran.

Upon reaching Jerris the Company spent a great deal of time and money in the city researching their goal. There are some in Jerris who remember them and that they mounted an expedition into the Delaris Mountains. With them they took about 10 to 15 other adepts having convinced them of a great glory and treasure. Their destination was Mount Killax, or as the Sky Seeker moot calls it, the Cloudcatcher in the western portion of the mountains. No-one remembers them returning.

The Company met their fate at the Cloudcatcher, destroyed by the Horror Rashnar. The Horror found the Bright Blade itself very interesting as it led the Horror to find the location of the Eagle's Nest and set about trying to open the kaer. As a final injustice the Horror used its unnatural life ability to turn the core members of the Company into its undead slaves.



# HORRORS, CONSTRUCTS & HENCHMEN

## Finot

Finot is a Named Horror construct made by the Horror Rashnar from the missing 85 Name-givers from the Kaer Finor body count. Finot is the embodiment of all the pain and suffering inflicted on these Name-givers by the Horror. Finot was created for a specific purpose - to guard against the opening of The Sanctuary of Kaer Finor and destroy any who manage to open its portal.

Finot is imprisoned in an astral sarcophagus manufactured by Rashnar around the spell patterns that ward The Sanctuary portal. Any opening of the portal will automatically trigger the opening of the sarcophagus and the release of Finot into the material plane and specifically into the portal chamber of The Sanctuary.

Spells: Nethermancer spells: Pain; Fog of Fear; Visions of Death; Spirit Grip; Chilling Circle

Legend Points: 6000

Loot: None

\* may make a recovery test instead of a spellcasting action

### Finot- Horror Construct

Dex: 6 Str: 8 Tou: 9

Per: 9 Wil: 9 Cha: 8

Physical Defense: 10

Spell Defense: 14

Social Defense: 13

Initiative: 6

Amour: 3

Mystic Armor: 9

Knockdown: N/A

Combat Move: 40

Full Move: 80

No. Attacks: 1

Attack: (12)

Damage: 12

Spells (3)

Spellcasting: 14

Effect: see below

Recovery Tests: 9\*

Death Rating: 120

Wound Threshold: 16

U/C Rating: 225

Karma Points: 20

Karma Steps: 6



## Harn the Hunter

### Corrupted Magma Beast

Dex: 7 Str: 18 Tou: 11

Per: 5 Wil: 8 Cha: 4

Physical Defense: 12\*

Spell Defense: 10

Social Defense: 13

Initiative: 7

Amour: 6

Mystic Armor: 5

Knockdown: 18

Combat Move: 30

Full Move: 60

No. Attacks: 3

Attack: (12)

Damage: 12 bite, 18 claws (x2)

Spells (1)

Spellcasting: 10

Effect: see below

Recovery Tests: 3

Death Rating: 120

Wound Threshold: 16

U/C Rating: 105

Karma Points: 5

Karma Steps: 8

Powers: Immolation, Magma Pool, Lava spurt.

Spells: Summon Fire Hounds

Legend Points: 4,000

Loot: Blood - rich in elemental fire would be worth up to 5,000 silver to an Elementalist (twice that to an Elementalist or Nethermancer adept).

Elemental fire hoard worth 1,500 silver (PCs must find it first!)

\* Physical defense - Harn is surrounded by a heat aura: anyone within 1 foot of the beast takes step 12 damage from heat damage. This damage is reduced by 2 steps for every foot distant from Harn a PC gets. Harn cannot be struck by normal wood or metal weapons which are destroyed upon contact with the beast (poor success or better).

### Immolation

Harn can cast this on a PC (no threads),

on a successful spell casting vs. spell defense the target is covered in flame taking step 14 damage and 2 wounds.

### Magma Pool

Harn must defeat its own spell defense with a spellcasting test to turn into a pool of magma. As a pool of magma Harn is immune to physical attacks, moves at a full move of 10 and can melt through 1-foot of stone per minute.

### Lava Spurt

Very powerful: Harn must be stood in lava and on a successful spellcasting test vs. the target's spell defense the target is drenched in lava and takes step 50 (!) damage for 5 rounds. The range is 10 yards.

### Summon Fire Hounds

Harn can summon hounds as per the spell (see Arcane Mysteries of Barsaive, p.15).



## Rashnar

The Horror will fight as strongly as it can, intent on crushing all opposition. If reduced to 30 damage or less it will attempt to escape onto the astral plane. It will not hesitate to sacrifice followers and constructs to ensure its escape.

Dex: 20  
 Str: 10  
 Tou: 17  
 Per: 21  
 Wil: 21  
 Cha: 23  
 Initiative: 23  
 Physical Defense: 17  
 Spell Defense: 20  
 Social Defense: 19  
 Combat Move: 25  
 Full Move: 50  
 No. Attacks: 2  
 Attack: 21  
 Damage: 13  
 Armor: 30  
 Mystic Armor: 32  
 No. Spells: 3  
 Spell Casting: 23  
 Effect: See Below  
 Knock Down: 13  
 Recovery tests: 7  
 Wound Threshold: 25  
 U/C Rating: N/A  
 Death Rating: 110  
 Karma points: 30  
 Karma Step: 12  
 Powers: Horror Mark 13; Thought Worm 13; Corrupt Karma 13; Unnatural Life 13  
 Spells: Elemental 5; Wizard 5  
 Legend Points: 27,500

Loot: In all: 2,000 silver, 5,000 silver in stolen jewelry & art (most of this must be fenced by the Deepdelver trolls, if present); 2 Crystal Buckler threaded shields; a threaded Stone Broadsword; a threaded Stone Dagger; a threaded Crystal Axe; a threaded Amulet; a threaded Pouch and a threaded Vial.

Also holds; the Breath of Freedom; the

Rock Within A Rock Within A Rock; the Water That Cannot Be Drunk.

Legend Award for all of this loot should be 4,000.

### Sons of Rashnar

#### Alandrassa - female elven Nethermancer (2nd Circle)

Dex: 6  
 Str: 4  
 Tou: 5  
 Per: 8  
 Wil: 6  
 Cha: 7  
 Initiative: 6  
 Physical Defense: 8  
 Spell Defense: 10  
 Social Defense: 8  
 Combat Move: 45  
 Full Move: 90  
 No. Attacks: 1  
 Attack: 6  
 Damage: 6  
 Armor: 3  
 Mystic Armor: 2  
 Spell Casting: 11 +Karma  
 Effect: Varies  
 Knock Down: 4  
 Recovery tests: 2  
 Wound Threshold: 8  
 U/C Rating: 27  
 Death Rating: 35  
 Karma points: 26  
 Karma Step: d6  
 Powers: Frighten (9+Karma); Threadweaving (11+Karma)  
 Spells: Spell Matrix 1 - Spirit Grip; Spell Matrix 2 - Fog Ghost  
 Legend Points: 90  
 Loot: Leather armor; quarterstaff; 4d6 silvers + 2d10 coppers; grimoire



**Sons of Rashnar****Foul Folk (dwarf/elf/ork/troll)**

Dex: 5/6/5/5  
 Str: 6/5/6/7  
 Tou: 6/4/5/6  
 Per: 5/5/5/4  
 Wil: 5/5/4/5  
 Cha: 4/5/4/5  
 Initiative: 6/6/6/6  
 Physical Defense: 6/7/6/6  
 Spell Defense: 7/7/7/6  
 Social Defense: 6/7/6/7  
 Combat Move: 25  
 Full Move: 50  
 No. Attacks: 1  
 Attack: 7/8/7/7  
 Damage: 9/8/11/13  
 Armor: 3/3/3/6  
 Mystic Armor: 0/0/0/0  
 Spell Casting: N/A  
 Effect: N/A  
 Knock Down: 6/5/6/7  
 Recovery tests: 2/2/2/2  
 Wound Threshold: 9/8/9/10  
 U/C Rating: 26/22/24/26  
 Death Rating: 26/22/24/26  
 Karma points: N/A  
 Karma Step: N/A  
 Powers: N/A  
 Spells: N/A  
 Legend Points: 35  
 Loot:  
 Dwarf: Leather armor, dwarf sword  
 footman's shield; d6 silver + 2d10 copper  
 Elf: Leather Armor, broadsword footman's  
 shield; d6 silver + 2d10 copper  
 Ork: Leather Armor, broadsword  
 footman's shield; d6 silver + 2d10 copper  
 Troll: Leather Armor Troll sword  
 footman's shield; d6 silver + 2d10 copper

**Sons of Rashnar****Warrior Adept ( 2<sup>nd</sup> circle ork/troll)**

Dex: 6/6/  
 Str: 6/7  
 Tou: 5/6  
 Per: 5/4  
 Wil: 4/5  
 Cha: 4/5  
 Initiative: 6 + Karma  
 Physical Defense: 8  
 Spell Defense: 7/6  
 Social Defense: 6/7  
 Combat Move: 38/33  
 Full Move: 75/65  
 No. Attacks: 1  
 Attack: 8+ Karma  
 Damage: 11/13  
 Armor: 5  
 Mystic Armor: 0/1  
 Spell Casting: N/A  
 Effect: N/A  
 Knock Down: 6/7  
 Recovery tests: 2/3  
 Wound Threshold: 9/10  
 U/C Rating: 33/35  
 Death Rating: 43/45  
 Karma points: 20/10  
 Karma Step: d8/d4  
 Powers: Acrobatic Strike (D+3); Air Dance  
 (D+2); Anticipate Blow (P+1); Woodskin  
 (T+3)  
 Spells: N/A  
 Legend Points: 90  
 Loot:  
 Ork: Hardened Leather Armor,  
 broadsword footman's shield; 4d6 silver +  
 2d10 copper  
 Troll: Hardened Leather Armor Troll  
 sword footman's shield; 4d6 silver + 2d10  
 copper



**Sons of Rashnar****Morwen Cloudcatcher - female ork  
Wizard (5th Circle)**

Dex: 5  
 Str: 6  
 Tou: 5  
 Per: 7  
 Wil: 7  
 Cha: 6  
 Initiative: 6  
 Physical Defense: 7  
 Spell Defense: 11  
 Social Defense: 7  
 Combat Move: 33  
 Full Move: 65  
 No. Attacks: 1  
 Attack: 6  
 Damage: 8  
 Armor: 3  
 Mystic Armor: 3  
 Spell Casting: 13 +Karma  
 Effect: Varies  
 Knock Down: 6  
 Recovery tests: 2  
 Wound Threshold: 8  
 U/C Rating: 41  
 Death Rating: 54  
 Karma points: 38  
 Karma Step: d8  
 Powers: Arcane Muttering (10+ Karma);  
 Threadweaving (13+ Karma); Willforce (12)  
 Spells: Spell Matrix 1 - Counterspell (0);  
 Spell Matrix 2 - Solo Flight (2@7); Spell  
 Matrix 3 - Aura Strike (1@7)  
 Legend Points:  
 Loot: Leather armor; quarterstaff; 4d6  
 silvers + 2d10 coppers; grimoire

**Sons of Rashnar****Moloch, troll warrior (4th Circle)**

Dex: 8  
 Str: 7  
 Tou: 7  
 Per: 5  
 Wil: 5  
 Cha: 6  
 Initiative: 7-2 +Karma  
 Physical Defense: 10  
 Spell Defense: 6  
 Social Defense: 7  
 Combat Move: 45  
 Full Move: 90  
 No. Attacks: 1  
 Attack: 14+ Karma  
 Damage: 15  
 Armor: 7 (+7)  
 Mystic Armor: 8 (+4)  
 Spell Casting: N/A  
 Effect: N/A  
 Knock Down: 9  
 Recovery tests: 3  
 Wound Threshold: 12  
 U/C Rating: 76  
 Death Rating: 96  
 Karma points: 20  
 Karma Step: d4  
 Powers: Acrobatic Strike (13+ Karma); Air  
 Dance (13s1); Anticipate Blow (10Ds1); Avoid  
 Blow (12Ds1); Tiger Spring (+4); Woodskin  
 (12D)  
 Spells: Poison - step 6 damage poison with  
 a 3 round duration  
 Legend Points: 685  
 Loot: Threaded crystal ring; Crystal Viking  
 shield; threaded trollsword (poison);  
 throwing axe; short sword



**Doombirds**

Dex: 12  
 Str: 14  
 Tou: 8  
 Per: 10  
 Wil: 9  
 Cha: 3  
 Initiative: 14  
 Physical Defense: 14  
 Spell Defense: 8  
 Social Defense: 12  
 Combat Move: 45  
     Fly: 90  
 Full Move: 90  
     Fly: 180  
 No. Attacks: 3  
 Attack: 14  
 Damage: 15  
 Armor: 4  
 Mystic Armor: 4  
 Spell Casting: 14  
 Effect: Wingbeat\*  
 Knock Down: 13  
 Recovery tests: 3  
 Wound Threshold: 14  
 U/C Rating: N/A  
 Death Rating: 49  
 Karma points: 5  
 Karma Step: 8

Powers: Wingbeat - spellcasting vs.  
 Physical Defenses of all targets in range (15'  
 in conical range in front of Doombird). If  
 successful all affected must make  
 Knockdown test vs. Spellcasting result. If  
 failed, distance of knockdown is equal to the  
 difference between the two test results.

Spells: None  
 Legend Points: 570  
 Loot: None

Doombirds are constructs created by  
 Rashnar. The beasts look like griffins with  
 heads and necks of vultures. The creatures  
 attack by swooping down and attacking  
 creatures on the ground. If this strategy  
 doesn't work the creature attacks on the  
 ground using its wingbeat attack followed by  
 claws and a beak attack.

**Corrupt Air Elementals (Strength 3)**

Dex: 11  
 Str: 9  
 Tou: 9  
 Per: 8  
 Wil: 9  
 Cha: 7  
 Initiative: 14  
 Physical Defense: 17 (22\*)  
 Spell Defense: 11  
 Social Defense: 13  
 Combat Move: 150  
     Fly: 300  
 Full Move: 300  
     Fly: 600

No. Attacks: 3  
 Attack: 14  
 Damage: 11  
 Armor: 7  
 Mystic Armor: 8  
 Spell Casting: 10  
 Effect: See below.  
 Knock Down: 9  
 Recovery tests: 4  
 Wound Threshold: 13  
 U/C Rating: 42  
 Death Rating: 49  
 Karma points: 20  
 Karma Step: 5

Powers: Aid Summoner; Astral Sight 10;  
 Detect True Element; Engulf 11; Enrage  
 Element 12; Invisibility; Manifest;  
 Manipulate Element; Remove Element 12;  
 Share Knowledge; Spear 11

Spells: None  
 Legend Points:  
 Loot: None



# Wintersbreath

Note that Wintersbreath has been taken from FASA's Book of Exploration.

Dex: 19  
 Str: 10  
 Tou: 20  
 Per: 12  
 Wil: 13  
 Cha: 8  
 Initiative: 15  
 Physical Defense: 25  
 Spell Defense: 20  
 Social Defense: 15  
 Combat Move: 70  
 Full Move: 140  
 No. Attacks: 2  
 Attack: 20  
 Damage: 15  
 Armor: 0  
 Mystic Armor: 8  
 Spell Casting: 18  
 Effect: See below.  
 Knock Down: N/A  
 Recovery tests: 8  
 Wound Threshold: 20  
 U/C Rating: N/A  
 Death Rating: 56  
 Karma points: 20  
 Karma Step: 15  
 Powers: Animate Dead 12; Cursed Luck 12; Terror 15; Windstrike 15\*  
 Spells: Elementalist Spells: Air Blast, Weather Change & Whirlwind  
 Legend Points: 33,000  
 Loot: Left up to the Game master to decide

## Jack Frost - Horror Constructs

Dex: 10  
 Str: 8  
 Tou: 9  
 Per: 6  
 Wil: 11  
 Cha: 8  
 Initiative: 12  
 Physical Defense: 13  
 Spell Defense: 12  
 Social Defense: 10  
 Combat Move: 60  
 Full Move: 120  
 No. Attacks: 1  
 Attack: 18  
 Damage: 9  
 Armor: 8  
 Mystic Armor: 4  
 Spell Casting: 10  
 Effect: See below.  
 Knock Down: 8  
 Recovery tests: 3  
 Wound Threshold: 9  
 U/C Rating: N/A  
 Death Rating: 43  
 Karma points: 5  
 Karma Step: 5  
 Powers: Freeze Limb 10 - successful use of the power vs. target's Spell Defense freezes 1 random limb solid (limb includes the head) making it useless, target also takes damage equal to  
 Spells: Ice Spear; Icy Surface  
 Legend Points:  
 Loot: None





# THE EAGLE'S NEST KEY ITEMS

In 1044 TH (601 TE) the Eagle's Nest kaer was sealed floated above the silent peaks of the Delaris Mountains. Invisible in its dome of true air the kaer's designers hoped that it would remain undetected by the Horrors, few of which appeared to fly.

Previous to the sealing of the kaer an underground group of the kaer's inhabitants sought to ensure that the kaer could be recovered in case something went wrong during the endless night of the Scourge and the kaer was forgotten about or the inhabitants forgot about the outside world. The dwarven magician, Thorm Spellforger and his associates created a number of pattern items for the kaer to allow it to be found. The items were entrusted to other Name-givers who would ride out the Scourge in other kaers then meet, or their descendants would meet, with the other item wielders to open the kaer. Thorm built a certain amount of redundancy into the items and not all of the items are required to open the kaer. The items are as follows:

## **Blood of the Sun in a Dead Man's Gullet**

A fire elemental trapped within a piece of crystal taken to Dead Man's Gullet. The elemental, Named Crack, was entrusted with a ritual that opens the Eagle's Nest and disarms its defenses. The crystal was disguised as lantern but was lost on the Bitter Bridge within the Scavian kaer.

## **Water than cannot be Drunk**

A piece of living crystal, a sliver taken from crystal used in the kaer's construction, taken to Otok in the highlands of the Thunder Mountains. The crystal was imbued with a magical resonance that matches that of the Eagle's Nest allowing the wielder to

find the kaer. The crystal was made into a troll dagger during the destruction of Otok and has since been re-Named the Bright Blade. The blade was last owned by the Company of the Bright Blade who recently disappeared in the Delaris Mountains.

## **Breath of Freedom in the Suffocated City**

An incense censor containing true air used in the construction of the kaer and taken to Parlainth. The censor has the ability to disarm the majority of traps within the kaer. The censor was lost in Parlainth.

## **Rock within a Rock within a Rock**

A key of elemental earth left sealed within a crystal box and taken to Throal. The key has the ability to unlock the portals of the kaer.

## **Cup of Wing'ed Joy**

A windling friendship cup taken to the windling kaer of P'toosh on the western side of the Servos Jungle. The cup has the ability to empathize with the inhabitants of the Eagle's Nest.

## **The Void that Binds the Wooden Dragon**

A wooden dragon carved from true wood and containing a spirit of one of Thorm's magicians whose blood sacrifice empowered part of the kaer's defenses taken to the wooden kaer of Wurm Wood. The spirit always knows if any of the kaer's defenses have been breached. The item is believed to be lost somewhere in Blood Wood.





# MAGIC AND THREAD ITEMS

During the Retribution a number of thread items were crafted to help the Scavian Imperial Guard defeat the Horrors that were ransacking their kaer. Most common amongst these items were so called Elemental Arrows, although most of these arrows are actually bolts for the famous Scavian crossbows.

## Scavian Elemental Arrows

First devised by Scavian Elementalists during the Retribution virtually all the secrets of crafting these thread items have been lost since the end of the Scourge. Most commonly these items are now found within the Dead Man's Gullet kaer along with the corpses of their previous owners. The arrows are found in varying quantities, anything from a single example to as many as six recovered from a single source.

The original design of the arrows allows them to be easily woven to and quickly used to their full potential by an archer. The arrows have the power to explode and cause fearsome damage. Fortunately the arrows can be magically recreated. Constructed of hollow shafts of true wood filled with true air, the arrowheads are laced with true earth and were crafted by Weaponsmith adepts in forges fuelled by true fire. The final dousing of the arrowheads used true water. The arrows carry extra potency against creatures that use or consist of elemental energy. Note that this does not include Elementalists but does include obsidimen.

No. Threads: 4  
Spell Defense: 8

Rank 1 Cost: 100

Key Knowledge: Name the Elementalist who made the arrow.

Effect: Arrow does +4 steps to damage (+6 vs elemental users) +10 yards to all ranges.

Rank 2 Cost: 200

Key Knowledge: none

Effect: None +6 steps to damage (+9 vs elemental users)

Rank 3 Cost: 300

Key Knowledge: Name of the battle for which the arrow was crafted - usually the Retribution.

Effect: Arrow now explodes and damage affects not only the target but also all creatures in a 3-foot radius but the arrow is destroyed

Rank 4 Cost: 500

Key Knowledge: none.

Effect: +25 yards to all ranges

Rank 5 Cost: 800

Key Deed: Arrow must wound a Horror or a construct, deed is worth 1300 or 800 legend points respectively.

Effect: Arrow can be recreated through a Willpower or Willforce test (vs target's spell defense), note that archer adepts can use half magic to recreate the arrow and the attempt to recreate the arrow must be made in the round immediately following its destruction.

Rank 6 Cost: 1300

Key Knowledge: none.

Effect: +7 steps to damage (+10 vs elemental users)

Rank 7 Cost: 2100

Key Knowledge: none.

Effect: +8 steps to damage (+12 vs elemental users)

If traded on the open market, Scavian Elemental Arrows can be sold for at least 750 silver with no threads attached.

## Revenge, troll sword

No. Threads: 4  
Spell Defense: 12

Rank 1 Cost: 100

Key Knowledge: The name of the sword, "Revenge".



Effect: Damage +7.

Rank 2 Cost: 200

Key Knowledge: The Name of who made the sword.

Effect: Damage vs. Rashnar +10

Rank 3 Cost: 300

Key Knowledge: The name of the Horror the sword was enchanted to kill, "Rashnar".

Effect: Damage vs. Rashnar +15

In reality the sword is cursed. Zaphia had been marked by Rashnar who poisoned the making of the sword. If wielded in sight of the Horror the wielder can no longer determine who around him is actually the Horror, seeing all entities around him as Rashnar. The wielder can attempt to make a Willpower test versus a difficulty number of 24 to shake off this effect.

### **Circle 6: Banish Rashnar**

Threads: 5

Weaving Difficulty: 14/16

Range: 10 yards

Duration: Instant (Rank in rounds)

Effect: Willforce

Casting Difficulty: Target's Spell Defense

The spell is incomplete, instead of instantly banishing Rashnar successful casting forces the Horror into a will vs. will battle with the caster. The Horror may only use its base Willpower step (no karma) but the caster may use Willforce. During each round the combatants roll their dice and the loser takes the difference in damage through mystic armor.

The battle is over once one participant falls unconscious or is killed by the damage. If the caster wins Rashnar is banished back to its home plane never to return to Barsaive (probably). If the Horror wins the caster suffers Step 15 damage (mystic armor protects) and is automatically Horror Marked by Rashnar. Neither spellcaster nor Horror can take any action whilst engaged in the battle of wills. Any type of magician except an illusionist can cast the spell.

### **Skeethen's Amulet**

The final treasure of Kaer Finor is Skeethen's Amulet. The windling wizard imprisoned his own spirit in the amulet that will now act as a potent ward against Horror magic when worn. The item has a single use. When first placed on the wearer they are covered in a pale purple flame whereupon the wearer gains a +5 bonus to Spell or Social Defense or +5 steps to resistance rolls against Corrupt Karma, Karma Tap, Terror and Thought Worm. The magic lasts a year and a day after which the amulet becomes loot worth 300 legend and 300 silver.

### **Scavian Chill Armor**

Now very rare; during the Retribution Scavian Chill Armor provided protection to members of the Imperial Guard against the intense heat of the lava caverns as they battled Horrors. Although the all types of armor (including crystal but excluding living forms) have been found possessing chill properties the magic that powers the armor is in two forms. The first form is the most common in which the armor appears as standard armor except an adept can use strain to power the armor's cooling powers: for two points of strain per hour the armor will provide an extra 6 armor points against heat damage only.

The second and rarer form is a variation of threaded armor. In this case the armor is the same as threaded armor as appears in ED Companion except that an extra rank (always the first rank though) allows the wearer to have an extra 6 armor points against heat damage only for a strain cost of one point per hour.

Note that when the cooling power is employed the effect is obvious with water vapor sublimating onto the armor and creating an eerie effect of smoking armor.





# ACCENTS OF BARSATIVE

It's always difficult for GMs to do justice to the extraordinary high quality of source material provided for Earthdawn and make the PCs feel as if they are really there. One technique that is the use of accents for different regions of Barsaive. Accents give the PCs the impression that they are moving through a living world where people are not just faceless; monotonous caricatures the same wherever they go.

As we travel through our world we hear different accents. Upon hearing a new accent we cannot help but form some opinion about that person and their accent. When players arrive in a new area or city they know they are strangers in a strange land by the different accents they hear about them. Role-playing is fundamentally a game that requires speaking and listening. The changing of the GM's voice to indicate change is one of the powerful tools that can be used in role-playing.

Players react to accents; if you use accents from your own country players carry their own prejudices with them regarding certain accents. If your players are perfectly politically correct and have no prejudices its fun to try and culture some by playing bigoted, dodgy, dangerous and downright irritating NPCs with strong accents.

In our campaign we took regional accent map of Britain superimposed over the map of Barsaive. With a few notable variations the breakdown of Barsaivian/British accents worked out like this:

## Throal

Delightfully, the Throalic accent is a broad Yorkshire accent. Given the naturally superior attitude of many Throalic dwarfs there is nothing more entertaining than patronizing the party's troll warrior with that well known dwarven refrain, "Now then, lad, you don't want to do it like that. This is how you do it; take it from me we dwarves know a thing or two about..."

It's amazing how versatile and irritating this phrase is (especially to a troll). What's more short speeches like this really build up the aloofness of Throalic dwarves very quickly.

## Kratas

Thieves, murderers and low-life who'd steal the boots off your feet as soon as look at you inhabit the looted citadel of Kratas. Coincidentally, the regional accent covering Kratas is a mixture of Scouse and Mancunian (that's Liverpool and Manchester in case you're wondering).

## Travar

The vast mercantile city-state of Travar is, ironically, inhabited by cockney wide boys wheelin' and dealin', duckin' and divin' trying to earn a few silvers to make good on their next deal. Manys the Travarian who lives by the proverb, "He who dares - wins." And, "This time next year I'll be a millionaire."

## Jerris

Out on the rim of Barsaive lies the troubled city of Jerris. Drenched in Horrific pollution the region is rich in natural resources but few people genuinely want to live in this Passion-forgotten place. The folk of Jerris and the surrounding region carry Welsh accents, from broad Cardiff accents through mild Aberystwyth tones to the throat ripping sounds of Anglesey.

## Urupa

The residents of the trading port of Urupa have similar accents to the good people of Hull.

## Sky Point & Vivane

Native Barsaivians living in and around Sky Point and Vivane have the rural tones of Cornwall.



### **Haven**

The good folk of Haven living in the far north-east of Barsaive are tough as nails. Not only do they live in one of the most Horror infested parts of Barsaive but can also be frequently seen wearing short-sleeve tunics in the depths of winter while the rest of us shiver in our Dwarven Winternight cloaks. Native Havenites have Geordie accents (that's Newcastle-upon-Tyne).

### **Crystal Raiders**

The proud highland trolls that are the Crystal Raider clans have strong and often guttural Scottish accents which makes them quite difficult for low-landers to understand. Consequently, this further complicates dealing with the Crystal Raiders, after all if you ask for help in understanding them you're no more than Newot-fodder.

"See ye, ya greet lump o' mud, ye git reet on ma tits, ya wee radgel!"

The above statement is often a prelude to violence or, "square-go". If confronted with an angry sky raider saying this or something similar my advice is to flee.

### **Blood Elves**

The corrupted elves of Blood Wood have sinister Germanic accents - suitable given their unusual tastes for morbid droning opera and bizarre sense of humor (if they really have one).

### **Therans**

The Therans have been reserved an accent that holds a particular fascination for English players of Earthdawn. The Therans are a dislikable, evil, manipulative and arrogant people. Moreover they think they have the right to rule over Barsaive with impunity and expect the people to be grateful. They try and force their ghastly cuisine, inflexible language and love of bureaucracy on the good people of Barsaive and think it an improvement. Predictably, the Therans have outrageous accents (think 'Allo 'Allo or Monty Python's Holy Grail and you're there).

Most Therans are good at taunting, often unconsciously, frequently infuriating native Barsaivians with their aggravating shrugs of shoulders when they cannot (or will not) help, talking loudly in Theran in taverns and libraries and outrageously smug attitudes when they are in a position of power, i.e. all the time.

### **Ork Scorchers**

The extrovert and outrageous ork scorcher clans of the plains of Barsaive are land-bound pirates cruising the grasslands for treasure-laden caravans. These swarthy orks speak with Spanish or even Mexican accents, "Eh, amigo, we don't mean no trouble but we are goin' to take your horse, your weapons, your money, your armor and your hat!"

### **Pale Ones**

The subterranean t'skrang known as the Pale Ones speak with a strange accent that betrays their evolutionary backwardness. The accent of the Pale Ones has its roots in the accents of the surface dwellers but has changed almost beyond recognition. In game terms the Pale Ones have an Australian accent, appropriate to their existence down-under.

### **The Servos Jungle**

The vast Servos Jungle sprawls across the heart of Barsaive and houses probably the greatest diversity of Name-givers in Barsaive. Despite its great size and unparalleled diversity few Name-givers from beyond the borders of the jungle wish to visit this most fascinating place. Many of the jungle's inhabitants are primitive, territorial and war-like, the primitive t'skrang, the Cathan - all people you wouldn't like to meet in a dark jungle clearing.

Many explorers underestimate the inhabitants of the Servos Jungle probably due to their amusing Birmingham accents. Smirking at the t'skrang shaman as he curses you for entering his sacred grove isn't going to help your cause.